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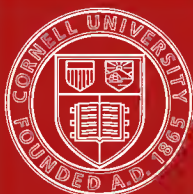
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A MEMORIAL
TO
WILLIAM STEINITZ

CONTAINING A SELECTION OF HIS GAMES CHRONO-
LOGICALLY ARRANGED WITH AN
ANALYSIS OF PLAY

EDITED BY

CHARLES DEVIDÉ

CHESS EDITOR OF "THE NEW YORK EVENING POST"



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SEVEN

PREFACE

A SWISS music critic once remarked that every writer on Sebastian Bach should preface his discourse, no matter what and how much he intended to say, with the acknowledgment that it comprised but the one thousandth part of what might be said or ought to be said on the subject. This holds equally good of William Steinitz, the man who for nearly thirty years ruled the chess-world, who firmly impressed the game with the indelible stamp of his own individuality, and who moulded and reshaped the theory and style of play. Take any book on the openings, pierce it as with a needle, and you are sure to find an example of some startling innovation of Steinitz.

Under these circumstances, I may be excused if the present work does not do full justice to the departed leader, for this would not be practicable without the writing of an encyclopædia. I may, however, confess, that when in the summer of 1900, I conceived the idea of the present Memorial Book, I had a more ambitious work in mind. The resources that became available from the general chess-public in response to our appeal were, however, not adequate to carry out this more comprehensive scheme. It is, in fact, only through the generous subscriptions of the *New Yorker Staats Zeitung* and of Mr. Van Gelder that it has proved practicable to bring the present volume into print. With an over-abundance of valuable material on hand, but with a necessary limit of one hundred pages, I had to exercise a discretion which, I trust, will meet with general approval. I had written a full account of Steinitz's life and deeds, interwoven with many characteristic traits of his interesting personality. This could, however, be printed only through the exclusion of a number of games.

Judging that the public would rather forego the story than the games, I condensed the former to a mere sketch of his life, with appended record. A contemplated synopsis of all of Steinitz's innovations and inventions was also abandoned for lack of space, and for the same reason diagrams are but sparingly used.

The selection of games comprises the most famous, most brilliant, and all of those wherein he introduced novelties. They are of the highest standard possible, though I could have doubled or trebled their number, had space allowed. Nevertheless the selection forms an enduring source of instruction and pleasure.

It is my agreeable duty to mention the gentlemen who have exerted themselves in behalf of the success of this book. Dr. Louis Cohn, a staunch friend of the master in life and death, was untiring in his efforts as chairman of the Steinitz Memorial Book Committee. He was ably assisted by my *confrères*, Mr. Hartwig Cassel, Chess Editor of the New York *Sun* and *Staats Zeitung*, and Mr. Hermann Helms of the Brooklyn *Eagle*. The Chess Editor of the *Literary Digest* also rendered valiant services in obtaining subscriptions. The New York *Sun* generously donated the plates for the diagrams, whilst the *Staats Zeitung* furnished the excellent likeness which adorns the frontispiece. Finally, I take the opportunity to express my sincere thanks to Mr. J. Metzner, President, and Mr. J. Zarbach, Librarian of the New York Turnverein, who put the entire library of the chess section at my disposal.

CHARLES DEVIDÉ.

NEW YORK, September, 1901.

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otherwise he had first move.)

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A MEMORIAL TO WILLIAM STEINITZ

BIOGRAPHICAL SKETCH OF WILLIAM STEINITZ

IT is worse than useless to deplore the irremediable, yet who can fail to mourn the cruel fate of mighty masters, whose brilliant day gave promise of a glorious evening, but who passed from earth after a dreary night of darkness. The light that shone in them has failed; the once lucid mind, it has collapsed, and the powerful brain refused to work coherently. Such was the stern decree fate had in store for Morphy, Neumann, and Steinitz. Of the three, Morphy enjoyed the briefest space for the development of his extraordinary powers. His achievements were perfect, but his career lasted only two years, while his work on the Openings, with which he intended to crown the edifice of triumphs was never begun.

In Neumann's case we have perhaps only to deplore the loss of masterpieces that might have equalled, but could scarcely have surpassed what we possess. A fuller life has been allotted to Steinitz; his faculties were far more complex and his aims were more ambitious; he therefore needed length of years for their co-ordination, and it is a cause for regret, that from the discords of his youth and manhood he could not have wrought a clear and lucid harmony.

William Steinitz was born in the city of Prague, Bohemia, on May 17, 1836. He passed his boyhood just like most children by poor parents with numerous offspring, except that he distinguished himself at school and advanced rapidly, notwithstanding his bodily infirmities and a persistent tendency

for sickness. It was the wish of his pious parents that William should become a Rabbi, and at the age of thirteen he was acknowledged the best Talmudist among the young men of his native city, but the boy's predilection and manifest talent for mathematics prevailed and eventually he obtained the desired consent to complete his studies at the Polytechnicum in Vienna.

At the age of twelve, Steinitz learned the moves of the game from a schoolmate. The purchase of a board and chessmen being much beyond their means, the boys cut out some rude figures in kindling wood and painted a piece of calico to represent a chessboard. His Professor used to play chess of an afternoon and his pupil looked on. One day the Professor's regular opponent failed to appear, so the Professor condescended to play his pupil and lo and behold Steinitz won every game. The next day the Professor's usual adversary tried the pupil's skill with the same result. Hearing about this, one of the best players of Prague offered to play young Steinitz at long odds, but was routed tooth and nail. The young enthusiast thenceforth devoted his leisure hours to hard practice. Once a week he went to the café where the chess-players convened, and pitted himself against the best players. At first he did not succeed, but it was not long before he came to be regarded as an expert player.

At the age of twenty, Steinitz went to Vienna, where he was enrolled as a student in the Polytechnic Institute. His life was the thorny one of the poor acolyte, who has to earn his living and his way at college by giving tuition. Moreover, his studies were considerably interfered with by trouble with his lungs and eyes. For a time he joined the staff of one of the leading Vienna papers, but this position, also, the state of his eyesight compelled him to give up.

Toward the end of 1858 an incident occurred of far-reaching consequence. At that time the Café Römer formed the *rendezvous* of the *élite* of chess-players and thither Steinitz went one day, by chance. The complex position of one of the games in progress at once aroused his interest, and bending eagerly forward he touched one of the onlookers with his elbow. The latter, looking up, took in at a glance the haggard, pallid face and threadbare clothes, and half-contemptuously asked, "Do you play chess, too?" "Oh, yes," replied Steinitz, "and I also can play blindfolded." With a view of disconcerting the intruder and to derive no small amusement at his expense, they selected the strongest player of the place as

Steinitz's antagonist, but lo and behold, Steinitz not only won, but did so in most brilliant fashion. But it was not only chess victories which he gained that day; he had made enthusiastic friends and admirers, and the very next evening he was introduced in the Vienna Chess Club, where at once he established a reputation for uncommon strength and brilliancy. In the club tournament of the same year, he took third prize, although entirely new to tournament play, his predecessors being the celebrated Hamppe and another matador by name of Jenay. The following year Steinitz won second prize, Hamppe again first, but in 1861 Steinitz won premier honors, having lost only one game out of thirty-four played, and thenceforth became the acknowledged champion of Austria. Meanwhile he had devoted himself entirely to chess, playing at the Club as well as at different resorts, mostly conceding odds of all sorts and descriptions. Then, as in our days, no one could amass a fortune by playing chess for a wager, but at least Steinitz no longer needed to go supperless to bed or wear summer clothes in midwinter. His unusual brilliancy made him very attractive so that he never lacked opponents, while his table was ever crowded with onlookers. The whole chess-world then reverberated with the admiration for Morphy, and to play like the great American was the aim of everyone. In his latter days Steinitz spoke of his earlier style as follows: "I did not play with the object to win directly, but to sacrifice a piece." The same independence and unflinching attitude of which Steinitz gave so much evidence when on the summit of his fame, formed a characteristic feature all his life long. In his Vienna days Steinitz had quite a remunerative customer in Gustave Epstein, one of the richest bankers in the Austrian capital. On one occasion, the position being uncommonly intricate, the young expert studied the position longer than his usual wont, so that Epstein, growing impatient, drawled out what would be the English equivalent of "Well!" After a while the game reverted in favor of Steinitz, whereupon the banker fell into a deep and prolonged meditation, until interrupted by Steinitz's drawled out, "Well!" "Sir, don't forget who you are and who I am," angrily remarked Epstein, but Steinitz retorted quickly as a flash: "On the Bourse you are Epstein and I am Steinitz; over the board I am Epstein and you Steinitz."

Selected to represent Austria in the International Tournament during the Exhibition of 1862, Steinitz arrived in London carrying with him the good wishes of his Austrian friends

and numerous letters of introduction, none of which he delivered. He would not be under obligation to anyone.

The London tournament proved to be the starting-point of his career as a great chess-player. Up to that time he was a great Viennese player; from that date he was to become a great European player and to take his place with the masters of the world. In the tournament Steinitz won sixth prize, after Anderssen, Paulsen, Owen, MacDonnell, and Dubois. But Anderssen declared that he had played the finest game of the tournament, and the brilliancy displayed in some of his games in this contest earned him the name of "Austrian Morphy." And subsequently he had the satisfaction of defeating the masters, who preceded him in this tournament, one by one, in set matches, and for the next thirty-one years he never lost a match on even terms,—a record hitherto unparalleled. The match with Anderssen took place in London in July, 1866. The past-master made a gallant fight, but Steinitz won eight to six. The contest informally involved the right to the championship of the world, and thenceforth Steinitz held the title for twenty-eight years, until he had to give way to youth in his match with Lasker.

Less fortunate was Steinitz in tournament play. At Paris, 1867, he was third to Kolisch and Winawer. But for the faulty conditions according to which drawn games were reckoned as lost to both players, he would have shared second prize with Winawer. At Baden Baden, 1870, Anderssen won first prize from him by just half a point.

Successively Steinitz had completely changed his style. Formerly brilliant but not safe, he became safe but not brilliant. Daring and impetuous, he became cautious and deliberate, aiming at the accumulation of small advantages, deprecating any attack on the King's side, but seeking rather to win in the ending. While his games lost much of their attractiveness to the general player, they became highly appreciated by the connoisseur and form an invaluable source of instruction. The success of the new style was simply phenomenal. At the annual meeting of the British Association at London, Steinitz won first prize by twelve to none. The international tournament at the Crystal Palace in London assembled, among others, Zukertort, Blackburne, Wisker, and De Vere. Steinitz won seven to none; one draw. Then came the match with Zukertort, which ended in a crushing defeat of the latter by seven to one; four draws. The solitary game lost was an Allgaier Gambit.

The desired opportunity to make good his claim to superiority throughout, having demonstrated his pre-eminence in England beyond the shadow of a doubt, came to Steinitz with the Vienna tournament of 1873, for which the emperor himself had offered a prize of two hundred ducats to the victor. Well aware, however, of the uncertainty of tourneys, Steinitz, prior to play, challenged the eventual winner to a match in London.

A new plan, devised by Ignace Kolisch, was tried for the first and last time. The players had to contend in matches of three games with one another, draws counting one half a point, the aggregate sum of matches won to decide. This gave the winner of the first game a tremendous advantage inasmuch as he only needed to draw the remaining two. After defeating Pitschel in two games, Steinitz's second match was with Blackburne. The Englishman having the advantage of the move scored the first and third games against the inferior defence to the Ruy Lopez 3 K Kt,—K 2. The second game—a French—was drawn. When Steinitz rose from the table after resigning the third game and the match he said to his friends, "I have forfeited first prize."

The two following matches with Meitner and Fleissig were scored by Steinitz by one win and two draws each. The two draws with Fleissig had a salutary effect, inasmuch as they caused Steinitz to abandon his ill-fated Lopez variation for good and to revert to the standard defence. A giant, who has overcome an ill spell, and found his true strength again, Steinitz scored the remaining seven matches, defeating, nay, crushing his opponents, not allowing anyone to draw a single game. But Blackburne, though losing and drawing games, still led in the match score. In the final round, however, Blackburne succumbed to Rosenthal, and Steinitz, who had disposed of his last opponent, was now abreast with his rival, each having scored ten matches. Altogether, Blackburne had lost seven games, Steinitz two. The committee ordered the tie to be played off in a match two games up. It needed but two games to secure the coveted prize for Steinitz. This record of winning sixteen straight games was unparalleled and henceforth—if reluctantly—he was acknowledged the strongest player on the face of the earth.

Upon his triumphant return to London, Steinitz was offered the editorship of the chess department in the *Field*. Steinitz enthusiastically entered upon his new duties and at once proved himself as great a writer on the game as he had been a player. Henceforth a new era in chess annotation was begun.

The care, the painstaking industry, the analytical skill he constantly displayed were simply astounding; nothing like it had been seen before. His labors in the field of analytical researches have been unceasing and will remain a monument to his skill and industry. He formed a new school of chess, giving the game order, method, directness. He convincingly proved that the surest way to win is by accumulation of small advantages rather than by a fierce onslaught upon the hostile King, and one by one the experts of the game were compelled to accept his doctrines and the modern style, a fact acknowledged by the famous Viennese player Adolph Schway, when at the Vienna tournament of 1882, pointing to Steinitz, he said: "This little man has taught us all how to play chess." And not one dissenting voice was raised from among the galaxy of masters assembled. It was somewhat of a consolation for Steinitz that ultimately he was beaten by his own methods, his own weapons.

The modern theory achieved one of the most brilliant triumphs in the great match by telegraph between the St. George's and Vienna Chess Clubs. This match, for £200 a side, was begun in 1872, adjourned during the tournament, and completed in 1874. One by one the players on the London committee, unable to comprehend and grasp Steinitz's idea, dropped out, leaving the conduct of the games entirely to Steinitz and his pupil Potter. The unprecedented foresightedness and consummate judgment of position on the part of the Anglo-Austrian, became manifest to all when the Vienna committee, headed by brilliant Ignace Kolisch, resigned the match.

During a period of nine years following his winning of the emperor's prize, Steinitz was altogether taken up by his editorial duties and his bodily ailments. On one occasion he arose from the sick-bed with permanent lameness in one of his legs, which had become and remained shorter than the other. But once did he engage in active play, a match having been arranged in January, 1876, with his old-time antagonist Blackburne, which ended in an overwhelming triumph for the Austrian, who won seven games straight.

Steinitz re-entered the chess arena in the Vienna tournament with a brilliant victory over Blackburne, but subsequently his lack of practice told severely against him. After the close of the first round he tied with Englisch and Weiss for eleventh, twelfth, and thirteenth place. In the second round, however, he was himself again and ultimately tied with Winawer for

first honors. The supplementary match to break the tie, consisted against all precedents of two games only. In the first game Steinitz made a grand combination, which involved the sacrifice of both rooks, but missed the winning combination, lost ultimately after having rejected a draw by perpetual check. In the next game Winawer, with the move in his favor, played for nothing but a draw, and apparently had reached his goal when Steinitz turned the tables by a profound combination. There is little doubt that if the match had been prolonged Steinitz would have won first honors; as it was, he had to content himself with dividing prizes with Winawer, but in the eyes of unbiased and fair-minded people Steinitz had again demonstrated his superiority over all contemporaneous players.

Steinitz's relations in England where, though naturalized, he had remained "a foreigner for twenty years," grew more unpleasant than ever. Having previously resigned from the *Field*, Steinitz gladly accepted an invitation by Mr. David Thompson of Philadelphia to fulfil an engagement at the Franklin Chess Club.

Like the great Roman, the Bohemian Cæsar came, saw, and vanquished. In matches he defeated his opponents in most impressive style; of single games, whether on the level or at odds he scored an overwhelming majority, while in his simultaneous performances he broke all records in regard to the score as well as to the number and caliber of his opponents. He never played more than four games blindfolded, generally engaging in a game of whist at the same time, but his opponents were selected from among the strongest players of the respective clubs, and he seldom lost a game. Altogether Steinitz's American tour was a great success, and his reception was so cordial that he resolved to make this country his permanent home, which he did two years later.

The London tournament of 1883 wrought him a bitter disappointment, inasmuch as Zukertort took first prize from him by a large margin. Thenceforth all his energies were bent on securing a match, which, however, was not consummated until 1885, chiefly through the effort of American lovers of the game. The match was played in three cities. In New York Zukertort won four to one; in St. Louis Steinitz closed up the gap, and in New Orleans he completely turned the tables, winning by ten to five, five draws. From that time on Steinitz's title to the championship remained unquestioned.

After his match Steinitz devoted himself chiefly to editing

the *International Chess Magazine*, which he published since 1885, but frequently fulfilled engagements. In 1888 the Havana Chess Club offered to arrange a match between him and any opponent he would choose. Steinitz decided for Tchigorin, as the champion of the old school. The foe was worthy of his steel, as shown by the result, Steinitz ten, Tchigorin six.

In 1889, the Sixth American Chess Congress, which Steinitz had helped to organize, took place. He himself refrained from taking part in it, but edited the book of the tournament. At the same time the first volume of the *Modern Chess Instructor* had made its appearance, and the suggestions contained therein as to the Evans Gambit and the two Knights Defence led to the match by cable with Tchigorin which Steinitz lost, which in turn led to another match at Havana between the two in 1891. Steinitz barely won, ten to eight, his previous encounter with Gunsberg having already proven that his powers were on the decline.

In 1894 Steinitz entered into his match with Lasker wholly unprepared and rusty from lack of practice. Yet in the New York series he played some grand games, although handicapped by his defence to the Ruy Lopez, and it is the writer's firm belief that had he won the seventh game, wherein he had completely outwitted his opponent, the match would have taken a different turn. As it was, the game went far towards demoralizing Steinitz, while Lasker's confidence was restored. Steinitz lost the next game and broke down completely in Philadelphia. In Montreal he recuperated, but could only make even games.

The second match with Lasker proved him clearly to be outclassed, but he retained enough of his old powers to secure a prize in every tournament wherein he competed, except his last in London, 1899. A singular coincidence, that the scene of his first great success should witness his complete downfall. A year before in Vienna, in reply to a sympathetic remark that he had won fame enough, and could afford to let the younger generation earn some, he said: "I can spare the fame, but not the prize money."

After his match in Moscow with Lasker, strange behavior on his part caused his detention in an insane asylum there. During the following three years he seemed to have recovered his mental equilibrium, but his mind became completely unbalanced after his return from the London tournament. He died on Ward's Island on June 22, 1900.

MATCH RECORD

1862.	Beat S. Dubois, 5 to 3.	1 draw.
1863.	" J. H. Blackburne, 7 to 1.	2 draws.
1863.	" F. Deacon, 5 to 1.	
1863.	" Montgredien, 7 to 0.	
1864.	" V. Green, 5 to 0.	2 draws.
1864.	" Healey at Kt odds, 5 to 0.	
1866.	" Anderssen, 8 to 6.	
1866.	" Bird, 7 to 5.	5 draws.
1867.	" Fraser, 3 to 1.	
1867.	" Fraser at P and move, 7 to 1.	1 draw.
1870.	" Blackburne, 5 to 0.	1 draw.
1872.	" Zukertort, 7 to 1.	4 draws.
1876.	" Blackburne, 7 to 0.	
1882.	" Martinez, 7 to 0.	
1882.	" Martinez, 3 to 1.	3 draws.
1882.	" Sellmann, 3 to 0.	2 draws.
1887.	" Mackenzie, 3 to 1.	2 draws.
1887.	" Golmayo, 8 to 1.	2 draws.
1887.	" Martinez, 9 to 0.	2 draws.
1885.	" Sellmann, 3 to 0.	
1886.	" Zukertort, 10 to 5.	5 draws.
1888.	" Vasquez, 5 to 0.	
1888.	" Golmayo, 5 to 0.	
1888.	" Ponce, 4 to 1.	
1889.	" Tchigorin, 10 to 6.	1 draw.
1890-91.	" Gunsberg, 6 to 4.	9 draws.
1892.	" Tchigorin, 10 to 8.	5 draws.
1894.	Lost, Lasker, 5 to 10.	
1896.	" " 2 to 10.	

TOURNEY RECORD

- 1859. Vienna. Third prize after Hamppe and Jenay.
- 1860. " Second prize after Hamppe.
- 1861. " First prize.
- 1862. London. Sixth prize (12 players).
- 1862. Dublin. First prize.
- 1866. London. Handicap, first prize, 8 to 0.
- 1867. Paris. Third prize after Kolisch and Winawer.
- 1867. Dundee. Second prize after Neumann.
- 1867. " First prize, handicap ; Fraser, second ;
Neumann, third.
- 1870. Baden Baden. Second prize after Anderssen.
- 1871. British Association, London. First prize, 12 to 0.
- 1872. " " " First prize, 7 to 0 to 1.
- 1873. Vienna. First prize.
- 1882. " First and second prizes divided with
Winawer.
- 1883. London. Second prize after Zukertort.
- 1894. New York. First prize ; Albin, second.
- 1895. Hastings. Fifth prize.
- 1896. St. Petersburg Quadrangular Tourney. Second
prize after Lasker ; Pillsbury, third ; Tchigorin,
fourth.
- 1896. Nuremberg. Fifth prize.
- 1898. Vienna. Fourth prize.
- 1898. Cologne. Fifth prize.

SELECTED GAMES

(London, 1862.)

SICILIAN DEFENCE

BLACK, MR. BARNES

1 P to K 4	P to Q B 4	19 Q R to Q sq (l)
2 Kt to K B 3	P to K 3	P to Q 4
3 B to K 2 (a)	P to K Kt 3 (b)	20 Kt to Kt 6 (m)
4 Castles	B to Kt 2	Q × Kt
5 Kt to B 3	P to Q R 3 (c)	21 Q × P, ch K to Q sq (n)
6 P to K 5	P to B 4 (d)	22 Q to B 6, ch K to B 2 (o)
7 P to Q Kt 3	Kt to R 3	23 Q × B Q to Q 3 (p)
8 Kt to Q R 4	Q to B 2	24 Q to Kt 7, ch B to Q 2
9 B to R 3	B to B sq (e)	25 P to Q B 4 P to Q 5 (r)
10 P to Q 4 (f)	P to Kt 3	26 P to Q Kt 4! Kt to B 7
11 P × P	P × P	27 P × P Q × P
12 Q to Q 2 (g)	Kt to B 2	28 R × K P Q to B sq
13 Q to B 3	Kt to B 3	29 Q to K 5, ch K to B sq
14 K R to K sq (h)		30 R to Kt sq ! Kt to Kt 5 (s)
	Q Kt × P	31 R to K B 6 Q to K sq
15 Kt × Kt	Kt × Kt	32 Q to B 5, ch Kt to B 3
16 B to B 4	Kt × B (i)	33 R to B 8
17 Q × R	Kt × B	and wins.
18 Q × P	Q to B 3 (k)	

(a) P to Q 4 or Kt to B 3 are the conventional moves, but Steinitz always loved to choose an untrodden path. His treatment of this game is original and ingenious throughout.

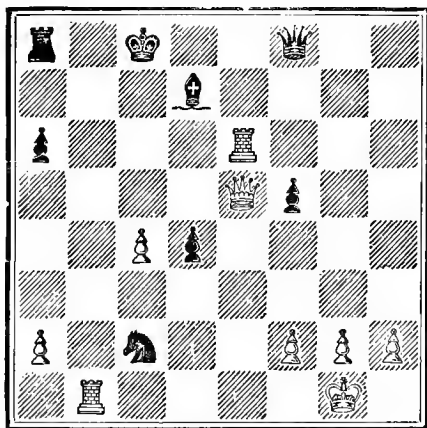
(b) Not in accord with his previous move. The King's fianchetto in the Sicilian is only feasible if the K P is not moved at all or advanced 2 squares, else as in the present instance Black's game will labor under the weakness of the point at Q 3. Steinitz immediately trains his guns against the vulnerable point in the hostile position.

(c) Prevents Kt to Kt 5. But the Knight threatens also to enter by way of K 4.

(d) Black pays the penalty for his erratic opening. Barring the K B not one piece developed, and his Pawns compromised.

- (e) A confession that the opening chosen has been refuted.
 (f) White proceeds with iron consequence. If $P \times P$, 11 $B \times B$, destroying Black's chance of Castling, then 12. $Q \times P$, and eventually Q to R 4.
 (g) An indirect attack on the Q B P , *e. g.*: 13 $Kt \times P$, $B \times Kt$; 14. $B \times B$, $Q \times B$; 15. $Q \times Kt$.
 (h) An uncommonly deep conception.
 (i) He should have retreated the Kt to B 2. Apparently he did not realize the danger he was in.
 (k) White threatened $R \times P$, *ch*.
 (l) An excellent move, which fixes the hostile King, for if K to Q sq, then Q to B 7, followed by $R \times K$ P . Should Black, however, threaten mate by 19. . . . B to Q Kt 2, then 20. $Q \times P$, *ch*, and again the K cannot go to Q sq because of $R \times K$ P .
 (m) The object of this finely conceived sacrifice is to divert the Queen from the support of the Q P .
 (n) If K to K 2 the King would be cut off from the Queen's side altogether by the reply, $R \times Q$ P .
 (o) If B to K 2, then $R \times P$, *ch*, B to Q 2; 24. Q to R 8, *ch.*, etc. The object of the preceding sacrifice of the Knight is now apparent.
 (p) This does not improve his condition to any great extent. White's attack has spent its force and Black's King is tolerably safe. There seems to be no objection to $Kt \times P$.
 (r) To avert the loss of the Knight by Q to Kt 2. However, Kt to B 7 would have served this purpose better. After this the game is irretrievably lost.

BLACK—BARNES (62).
 Position after White's thirtieth move :



(s) If $B \times R$ White wins as follows :

- | | | | | |
|---|-----------------------|--|-----------------------------|--------------|
| 31 $Q \times B$, <i>ch</i> | K to B 2 | | 34 R to Kt 6, <i>ch</i> | K to K 4 |
| 32 Q to Kt 6, <i>ch</i> | K to Q 2 | | 35 P to Kt 3 | |
| 33 Q to Kt 7, <i>ch</i> | K to Q 3 or K 3 | | | |
| threatening mate by P to B 4 or Q to Q 5. | | | | |

(London, 1862.)

KING'S GAMBIT DECLINED

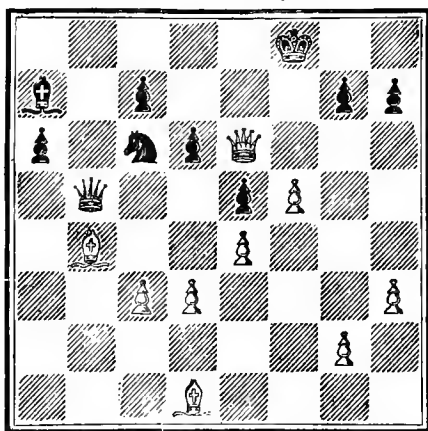
BLACK, MR. ROBEY

- | | | | |
|---------------|----------------|-----------------|-----------------------|
| 1 P to K 4 | P to K 4 | 18 Kt to Kt 4 | Kt × Kt |
| 2 P to K B 4 | B to B 4 | 19 B × Kt | P to B 3 |
| 3 Kt to KB 3 | P to Q 3 | 20 B to R 3 | R to Kt 2 |
| 4 P to B 3 | B to K Kt 5 | 21 Q to B 2 | K R to Kt sq |
| 5 B to K 2 | Kt to QB 3 (a) | 22 Q R to Kt sq | |
| 6 P to Q Kt 4 | B to Kt 3 | | Q to K sq |
| 7 P to Q R 4 | P to Q R 3 | 23 P to R 3 | R × R (c) |
| 8 P to Q 3 | Q to K 2 | 24 R × R | R × R ch |
| 9 Kt to R 3 | Kt to B 3 | 25 Q × R | Q × P |
| 10 Kt to B 4 | B × Kt | 26 B to Q Kt 4 | Kt to B 3 (d) |
| 11 B × B | B to R 2 | 27 B to Q sq | Q to Kt 4 |
| 12 P to Kt 5 | Kt to Q sq (b) | 28 Q to R 2, ch | K to B sq (e) |
| 13 P × R P | P × R P | 29 Q to K 6 (f) | Kt × B (g) |
| 14 Kt to K 3 | Castles | 30 B to R 5 | P to Kt 3 |
| 15 P to B 5 | R to Kt sq | 31 P × P | P × P |
| 16 Castles | Kt to B 3 | 32 B × P and | |
| 17 K to R sq | Kt to Q R 4 | | mates in 9 moves (h). |

(a) This move is generally preceded by . . . B × Kt.

BLACK—ROBEY (62).

Position after White's twenty-sixth move:



(b) Obligatory: 12. . . . R P × P; 13. R P × P, followed by 14. P to Kt 6, wins the exchange at least.

(c) Injudicious. He wins a pawn, but leaves White master of the board.

(d) White threatens to win a piece by B to Q sq, if Q to Kt 6; 27. Q to R sq.

(e) If K to R sq; 29. Q to B 7, Q to Kt sq; 30. B to R 4, Kt × B; 31. B to K 8.

(f) A powerful stroke, threatening Q to B 8, ch, as well as B to Kt 3.

(g) He has no adequate defence.

30 . . .	Kt to Q sq	34 P × P	P × P
31 Q to B 8	Q to Kt sq	35 B × P	Kt to R sq
32 Q to Q 7	Kt to B 2	36 B to K R 5 and wins.	
33 B to K R 5	P to Kt 3		

(h) Upon K to Kt 2 (best), 23. Q to B 7, ch, K to R 3; White might have shortened the process by 34. B to B 5, K to Kt 4; 35. P to Kt 3, and mate in two more moves.

(London, 1862.)

CENTRE COUNTER GAMBIT

BLACK, MR. MONTGREDIEN

1 P to K 4	P to Q 4	17 B P × Kt	K × R
2 P × P	Q × P	18 Q × P	R to K Kt sq
3 Kt to Q B 3	Q to Q sq	19 Q to R 5, ch (i)	K to Kt 2
4 P to Q 4	P to K 3 (a)	20 Q to R 6, ch (k)	K to B 2
5 Kt to B 3	Kt to K B 3	21 Q to R 7, ch	K to K 3
6 B to Q 3	B to K 2	22 Q to R 3, ch	K to B 2
7 Castles	Castles	23 R to B sq, ch	K to K sq
8 B to K 3	P to Q Kt 3	24 Q to K 6	R to Kt 2
9 Kt to K 5	B to Kt 2	25 B to Kt 5 (l)	Q to Q 2
10 P to B 4	Q Kt to Q 2	26 B × P, ch	R × B
11 Q to K 2 (b)	Kt to Q 4 (c)	27 Q × R, ch	K to Q sq
12 Q Kt × Kt	P × Kt (d)	28 R to B 8, ch	Q to K sq
13 R to B 3	P to K B 4	29 Q × Q, mate	
14 R to R 3	P to Kt 3 (e)		
15 P to K Kt 4	P × P (f)		
16 R × P (g)	Kt × Kt (h)		

(a) This defence always results in a badly cramped game. Better to develop first the Q B to B 4 or Kt 5.

(b) White has rapidly developed his forces and has already a decided advantage.

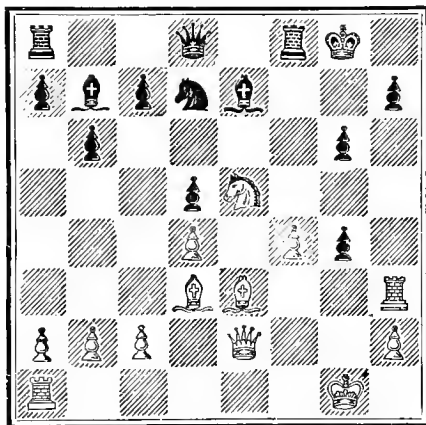
(c) Far better were P to Q B 4.

(d) And here B × Kt was preferable.

(e) To prevent the threatened Q to R 5, had Black in lieu of the present made an indifferent move, the game would have proceeded: 15. Q to R 5, Kt to B 3; 16. Q × B P, B to B sq; 17. Q × R P, ch, and mate in three more moves.

(f) Kt × Kt, followed by B to B sq, would have yielded a better defence.

BLACK—MONTGREDIEN (62).
Position after Black's fifteenth move:



(g) Bold, surprising, and perfectly sound.

(h) There is nothing to be done, nor would it have availed him any had he defended himself with R to B 4 or Q to K sq on his next turn.

(i) White must take guard lest the King should escape in safety by way of Q 2.

(k) Obviously not Q × P, ch, as after K to R sq White's Queen would be pinned.

(l) None of Black's pieces save the Q R can stir. Either B to R 6 or B to Kt 5, ch, would have equally won, but Steinitz desired to win in fine style and presumably expected Black's rejoinder.

(London, 1862.)

GIUOCO PIANO

WHITE, S. DUBOIS

1 P to K 4	P to K 4	5 P to Q 3	P to Q 3
2 K Kt to B 3	Q Kt to B 3	6 B to K Kt 5 (a)	
3 B to B 4	B to B 4		P to K R 3
4 Castles	Kt to B 3	7 B to R 4	P to K Kt 4

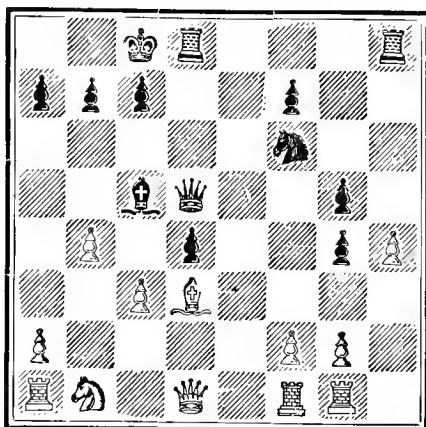
8 B to Kt 3	P to K R 4!	23 Q × Q	P × Q
9 P to K R 4 (b)	B to K Kt 5!	24 P to Kt 3	R to R 8, ch
10 P to B 3 (c)	Q to Q 2 (d)	25 K to Kt 2	R (R sq) to R 7, ch
11 P to Q 4	K P × P	26 K to B 3	R × R ch
12 P to K 5	P × K P	27 B × R	R to B 7, ch
13 B × K P	Kt × B	28 K × P	R × B (l)
14 Kt × Kt	Q to B 4	29 P to R 4	K to Q 2
15 Kt × B (e)	P × Kt	30 K to Q 3	Kt × P
16 B to Q 3 (f)	Q to Q 4	31 K to B 3	Kt to K 6
17 P to Q Kt 4	Castles Q R (g)	32 R to R 2 (m)	R × Kt
18 P to Q B 4	Q to B 3	33 R to Q 2, ch	K to B 3
19 P × B	R × P	34 R to K 2	R to B 8, ch (n)
20 P to B 3	Q R R to sq (h)	35 K to Q 2	R to B 7, ch
21 P × P	Q to K sq (i)	36 K × Kt	R × R ch
22 Q to K 2 (k)	Q to K 6, ch!	37 K × R	P to K B 4
			Resigns.

(a) This and the next moves are not good in kindred positions when the opponent has not yet castled. The result is generally an onslaught by the hostile pawns against the King's quarters.

(b) If Kt × P then P to R 5, and if 10. Kt × P, P × P (!), 11. Kt × Q, P × B, and wins.

WHITE—DUBOIS (62).

Position after Black's seventeenth move:



(c) If P × P, then P to R 5, also Kt to R 2.

(d) Intending to castle Q R, a plan which White endeavors to prevent with considerable ingenuity.

(e) The opening of the K R file proves fatal. Better was Q to R 4, ch, but even then Black had the better of it.

(f) To guard against Q to R 2.

(g) This sacrifice is necessary to hold the attack, as otherwise the Bishop had to leave the diagonal; for if B to Kt 3, then 18. P to Q B 4, and 19. P to B 5.

(h) Against the formidable looking P to Kt 6 White would have the resource B to B 5, ch, followed by Q to K sq.

(i) Threatens Q to K 6, ch, and R to R 8, mate. It seems, however, that 21. Kt to K 5 would have been more expeditious.

(k) If R to K sq, then R to R 8, ch; 23. K to B 2, R × R; 24. Q × R, Kt × P ch, winning the Queen. After 22. . . . B to B 5, ch, followed by 23. R to K sq, his game would have been defensible.

(l) White has recovered his piece. The disposition of Pawns insures a winning ending.

(m) If K to Kt 2, Kt × P, ch, wins with ease.

(n) The simplest and most direct.

(London, 1863.)

KIESERITZKY GAMBIT

BLACK, P. HIRSCHFELD

1 P to K 4	P to K 4	10 B × R, ch	K × B
2 P to K B 4	P × P	11 B × P	K to Kt sq
3 Kt to K B 3	P to K Kt 4	12 Castles	Kt to R 4
4 P to K R 4	P to Kt 5	13 P to Kt 3(c)	Kt to Q B 3
5 Kt to K 5	B to Kt 2	14 Kt to K 2	Q to K 2
6 P to Q 4	Kt to K B 3	15 Q to Q 3	B to Q 2
7 B to B 4	Castles (a)	16 B to Kt 5	B to B 3
8 Kt to Q B 3	P to Q 3	17 B × B	Kt × B
9 Kt × B P (b)		18 Kt to B 4(d)	Q × P
	R × Kt	19 Kt to R 4	Resigns (e).

(a) The chess world then was new to the present defence, which Louis Paulsen just had introduced. Subsequently 7. . . . P to Q 4 was established by analysis, as well as by numerous games, to be Black's strongest course.

(b) Steinitz finds the right reply. He obtains thereby R and 2 P's for Kt and B with a strong attack.

(c) Staunton, Löwenthal, and other commentators advise B to Kt 5 at once as White's strongest continuation. We are not so sure about it.

(d) Very fine. If Black proceeds with R to K sq, White can reply Q R to K sq. 18. . . . Kt to Kt 5 will be answered by 19. Q to Kt 3, ch, P to Q 4; 20. P to K 5. Lastly, if . . . Kt × K P, then 19. Kt to Q 5. The second player's failure to divine White's intention gives rise to a trenchant finish.

(e) Black, bound to lose a piece, has not even the compensation Q × P, ch, at his disposal, for then he would lose the B in the bargain.

(London, about 1864.)

GIUOCO PIANO

WHITE, X.

1 P to K 4	P to K 4	17 P × P	R to B 7
2 Kt to K B 3	Kt to Q B 3	18 Q × P	Q R to K B sq
3 B to B 4	B to B 4	19 Q × Q P, ch	K to R sq
4 P to B 3	Kt to B 3	20 Kt to B 3	Q to R 5
5 P to Q 4	P × P	21 Kt × Q	B × P
6 P to K 5	P to Q 4	22 Kt to Kt 6, ch	P × Kt
7 B to Kt 5	Kt to K 5	23 P to K Kt 3	R to K 7, dis ch
8 Kt × P (?)	Castles	24 K to R sq	R × R, ch
9 B × Kt	P × B	25 K to Kt 2	R to Kt 8, ch
10 Castles	B to R 3	26 K to R 3	Kt to B 7, ch
11 R to K sq	P to B 3	27 K to R 4	R to B 5, ch
12 P to K 6	Q to Q 3	28 P × R	R to Kt 5, mate.
13 B to K 3	P to B 4		
14 Q to R 4	P to B 5		
15 P to K 7	Q × P		
16 Q × B	P × B		

(London, about 1863.)

BLACK, AMATEUR

(Remove White's Q R.)

1 P to K 4	P to K 4	9 Kt to Kt 5	Q to B 2
2 Kt to K B 3	Kt to K B 3	10 Kt × B P	R to B sq
3 P to Q 4	P × P	11 Kt to Q 6, ch	K to Q sq
4 P to K 5	Kt to Q 4	12 Q to R 4	P to K Kt 3
5 Q × P	P to B 3	13 Q × Kt, ch	K × Q
6 B to Q B 4	Q to Kt 3	14 B to Kt 5, ch	R to B 3
7 Q to K 4	B to B 4	15 P × R, ch	K × Kt
8 Castles	Kt to K 2	16 B to B 4, mate.	

(London, 1863.)

KIESERITZKY

BLACK, F. DEACON

1 P to K 4	P to K 4	4 P to K R 4	P to Kt 5
2 P to K B 4	P × P	5 Kt to K 5	Kt to K B 3
3 Kt to K B 3	P to K Kt 4	6 B to B 4	P to Q 4

7 P × P	B to Q 3 (a)	17 P × B	Q × P, ch
8 P to Q 4	Kt to R 4	18 Q to K 2	Q × B
9 Kt to Q B 3	Q to K 2 (b)	19 B × P	B to B 4
10 B to Kt 5, ch	P to B 3 (c)	20 Castles K R	Kt to Q 2
11 P × P	P × P	21 B to R 6, ch	K to B 2 (f)
12 Kt to Q 5 ! (d)		22 R × B, ch !	Q × R
	Q to K 3	23 R to K B sq	Q × R, ch
13 Kt to B 7, ch	B × Kt	24 Q × Q, ch	K to Kt 3
14 B to Q B 4	Q to K 2	25 B to Kt 5	P to K R 3
15 B × P, ch	K to B sq	26 Q to Q 3, ch,	and wins.
16 B × Kt (e)	B × Kt		

(a) This was the fashionable defence at the time.

(b) Black's best plan is to castle at once. If 9. . . . Kt to Kt 6, then 10. B × P !

(c) Better were K to B sq.

(d) Initiating a deep and beautiful combination.

(e) Black thereby gains a piece, but all the gates are wide ajar.

(f) K to Kt sq ; 22. Q to B 4, ch.

(London, 1863.)

BLACK, MR ROCK

(Remove White's Q R.)

1 P to K 4	P to K 4	10 K P × P	Kt to R 4
2 Kt to K B 3	Kt to Q B 3	11 R to K sq, ch	B to K 3
3 B to B 4	B to B 4	12 P × B	Kt × Q
4 P to Q Kt 4	B × P	13 P × P, ch	K to Q 2
5 P to B 3	B to R 4	14 B to K 3, ch	K to B 3
6 P to Q 4	P × P	15 Kt to K 5, ch	K to Kt 4
7 Castles	Kt to B 3	16 B to B 4, ch	K to R 4
8 B to R 3	B to Kt 3	17 B to Kt 4, ch	K to R 5
9 Q to Kt 3	P to Q 4	18 P × Kt,	mate.

(London, 1865.)

KING'S BISHOP'S GAMBIT

WHITE, G.

1 P to K 4	P to K 4	5 K to B sq	Kt to K 2 (a)
2 P to K B 4	P × P	6 Kt to Q B 3	P to K Kt 4
3 B to B 4	P to Q 4	7 Kt to B 3	Q to R 4
4 B × P	Q to R 5, ch	8 P to K R 4	(b)

	P to K R 3	17 Kt × P, ch K to Q sq
9 K to Kt sq	P to Kt 5	18 Kt × R B to R 6, ch
10 Kt to Q 4	P to B 6	19 K to K sq B to Q 3 !
11 P × P	P × P	20 Q × B Q × R P, ch
12 Q × P (c)	R to Kt sq, ch	21 K to K 2 Q × P, ch
13 K to B sq	B to Kt 5	22 K to B 2 R to Kt 7, ch
14 Q to B 6 (d)	Kt to Q 2	23 K to B sq R to R 7, ch
15 Q to B 4	Kt × B	Resigns.
16 Kt × Kt	B to Q B 4 (e)	

(a) The Kt move is premature. It should be preceded by P to K Kt 4 and B to Kt 2, which, however, was not known at the time of play, the Centre Gambit against the K B Gambit having just been introduced.

(b) For White may continue, 8. B × P, ch, Q × B ; 9. Kt × P, followed by Q to R 5, ch. This variation was likewise unknown then, and Mr. G. will readily be excused for not having found it over the board. The attack instituted by White's 8th and 9th moves is premature and should have been preceded by P to Q 4. The honors of the opening thus rest easy between the players, only Steinitz takes advantage of the irregularity, while his opponent does not.

(c) The Knight would have better retaken.

(d) Q to B 4 would have saved a move.

(e) The initiatory move of a most brilliant combination.

(London, 1865.)

BLACK, VAN DER MEDEN

(Remove White's Q Kt.)

1 P to K 4	P to K 4	12 R × P, ch Kt to B 3
2 P to K B 4	P × P	13 R × Kt, ch K × R
3 Kt to K B 3	P to K Kt 4	14 B to Q 4, ch K to B 2
4 B to B 4	P to Kt 5	15 R to B sq, ch
5 Castles	P × Kt	K to Kt sq
6 Q × P	Q to B 3	16 Q to K 5 B to Kt 2
7 P to K 5	Q × P	17 Q to Q 5, ch Q to K 3
8 B × P, ch	K × B	18 Q to K Kt 5 Q to K R 3
9 P to Q 4	Q × P, ch	19 Q to Q 8, ch B to B sq
10 B to K 3	Q to B 3	20 Q to K 8, and wins.
11 Q to R 5, ch	Q to Kt 3	

(London, 1866.)

FRENCH DEFENCE

BLACK, H. E. BIRD

1 P to K 4	P to K 3	3 Kt to Q B 3 P × P
2 P to Q 4	P to Q 4	4 Kt × P Kt to K B 3

5 Kt × Kt	Q × Kt	9 P to K R 3	Q × Kt P
6 Kt to B 3	Kt to B 3	10 R to R 2	Q × R
7 B to K Kt 5	Q to B 4	11 Kt × Q	Kt × P
8 B to Q 3	Q to Kt 5	12 B to Kt 5, ch	Resigns.

(London, 1866.)

SICILIAN DEFENCE

BLACK, MR. MACDONNELL

1 P to K 4	P to Q B 4	16 P to Q Kt 3	P to Q R 4
2 Kt to Q B 3	Kt to Q B 3	17 P to Q R 3	Q to Q 4
3 Kt to B 3	P to K 3	18 R to B sq	R to R 2
4 P to Q 4	P × P	19 B to Kt 2	P to B 4
5 Kt × P	P to Q R 3 (a)	20 Castles	Q to B 3
6 P to K Kt 3 (b)		21 P to K R 4	K R to K B 2
	B to B 4 (c)	22 P to R 5	Kt to K 2 (f)
7 Kt × Kt	Kt P × Kt	23 B to B 4	Kt to Q 4
8 P to K 5 (d)	Q to Kt 3	24 Q to K 5 (g)	
9 Q to Q 2	Kt to K 2		Q to B 2 (h)
10 Kt to K 4	Castles	25 R × Kt !	P × R
11 B to Q 3	Kt to Kt 3	26 Q to K 8, ch	R to B sq
12 P to K B 4	P to Q 3	27 B × P, ch	Q to B 2
13 P × P	P to K B 4	28 B × Q, ch	R × B
14 Kt × B	Q × Kt	29 Q to K 5	R to B 3
15 Q to Q B 3 (e)		30 P to R 6	Resigns.
	Q × P		

(a) For a long time this superfluous move was considered indispensable. The modern continuation is Kt to B 3, and if K Kt to Kt 5, either B to Kt 5 or P to Q 3.

(b) This variation originated with Steinitz.

(c) B to Kt 5 is superior. At that time the chief aim was at a rapid development of pieces for a K side attack, and little regard paid to the disposition of Pawns.

(d) To-day almost every third-class player could be relied upon to take advantage of the position by the move above. At the time, however, Steinitz's play was regarded with misgivings and as akin to heresy, for had he not advanced a Pawn already moved, instead of bringing out a piece?

(e) An excellent post for the Queen. Black cannot exchange, as he never would recover the Pawn then.

(f) Black can hardly be censured for choosing this move with the continuation Kt to Q 4 in preference to the retreat to B square, though the latter move happens to be better.

(g) A powerful stroke, against which there is no satisfactory defence.

(h) Avoiding the Scylla P to R 6, he falls into the Charybdis R × Kt. Q R to Q 2 was his relatively best move, but even then he could not withstand the pressure for very long.

(London, 1866.)

FALKBEER GAMBIT

BLACK, MACDONNELL

1 P to K 4	P to K 4	15 P to K R 3	B to Q 2 (f)
2 P to K B 4	P to Q 4	16 Q × Kt	R × B
3 P × Q P	P to K 5	17 Kt to K 5	Q to B 3 (g)
4 Kt to Q B 3 (a)		18 Q to Q 3	R × Kt
	Kt to K B 3	19 P × R	Q × P
5 P to Q 3 (b)	B to Q Kt 5	20 B to R 3	Q to B 2
6 P × P	Kt × P	21 R × P (h)	Q to Kt 3, ch
7 Q to Q 4 (c)	B × Kt, ch		(i)
8 P × B	Castles	22 K to R sq	K × R
9 Kt to B 3	R to K sq	23 R to B sq, ch	Q to B 3
10 B to K 2	Kt to K B 3 (d)	24 Q to Q 5, ch	K to Kt 3
11 P to B 4	B to Kt 5	25 R × Q, ch	P × R
12 Q to Q 3	P to B 3	26 Q to Kt 8, ch	
13 Castles	P × P		K to B 4
14 P × P	Kt × P (e)	27 B to Q 6 (k)	Resigns.

(a) White's most efficient course is the old P to Q 3 re-established by Charousek, who followed it up by Q to K 2 and the K's fianchetto, the Q Kt being brought out to Q 2 so as to avoid its pinning.

(b) In conjunction with his previous move, decidedly unfavorable. The proper continuation in this variation is Q to K 2 !, introduced by Steinitz in a tournament game with Hiber, London, 1872.

(c) A good move, but insufficient against best play.

(d) For Black has instead the powerful rejoinder 10. P to Q B 4. If White takes in passing, then Q × Q; 12. P × Q, Kt to B 6; 13. Kt to Kt sq, Q Kt × P, threatening both Kt × Q P and B to Kt 5. The reply 14. K to Q 2 were unavailing, as Kt to K 5, ch, drives the K back to K sq. If, however, 11. Q to B 4, then P to Q Kt 4, or if 11. Q to Q 3, then B to B 4.

(e) Black has recovered the gambit Pawn, but at the cost of position. If Q × P; 14. Q × Q, Kt × Q; 15. B to B 4, his inferior development is likewise apt to tell against him.

(f) Black endeavors to hold the attack, and probably overestimates the position of the R on the seventh rank. Moreover, after B to K 3 (his only retreat besides B sq), his game could hardly be called satisfactory.

(g) By Q to Kt 3, ch, followed by R to B 7, he would have avoided immediate loss of material.

(h) The position now warrants the display of that brilliancy which earned him the epithet, "The Austrian Morphy."

(i) The contemplated barter of the Q for two Rooks comprises his only resource. Upon K × R, 22. R to B sq, ch, would mate in a few moves.

(k) An artistic key to a four-move problem. The mate after 1. . . . K to K 5; 2. Q to B 4, ch, K to K 6; 3. Q to Q 3, ch, K to B 7; 4. B to Kt 6 is perfectly pure.

(London, 1866.)

KIESERITZKY GAMBIT

BLACK, BELAYEFF

1 P to K 4	P to K 4	11 Castles	B × Kt
2 P to K B 4	P × P	12 P × B	Q × R P
3 Kt to K B 3	P to K Kt 4	13 R × P (b)	Kt × R
4 P to K R 4	P to Kt 5	14 B × Kt	P to Kt 6
5 Kt to K 5	Kt to K B 3	15 Q to B 3 !	R to Kt sq (c)
6 B to B 4	P to Q 4	16 P to K 6 (d)	P × P
7 P × P	B to Q 3	17 B × Kt P	Q to Kt 4 (e)
8 P to Q 4	Kt to R 4	18 Q to B 7	P to K 4 (f)
9 Kt to Q B 3	Q to K 2	19 Q × R	Q × Q
10 B to Kt 5, ch		20 B to R 4, ch	
	K to Q sq (a)		and mates next move.

(a) Better is K to B sq. However, after 11. Castles, B × Kt; 12. P × B, Q × R P, White likewise continues, R × P !

(b) This correct sacrifice, which Steinitz was first of all masters to adopt, caused the abandonment of the foregoing defence.

(c) If Q to R 7, ch; 16. K to B sq, Q to R 8, ch; 17. K to K 2, Q × R, then mate in two by 18. B to Kt 5, ch.

(d) Drawing a fine finish.

(e) Obviously the B cannot be taken under penalty of instant mate.

(f) Kt to Q 2; 19. P × P.

(Match, London, 1866.)

SALVIO GAMBIT

BLACK, A. ANDERSSSEN

1 P to K 4	P to K 4	15 P to K 5 (d)	P to Q 4
2 P to K B 4	P × P	16 B to Kt 5	Q to K 3
3 Kt to K B 3	P to K Kt 4	17 Kt to R 4	Kt to Q R 3
4 B to B 4	P to Kt 5		(e)
5 Kt to K 5	Q to R 5, ch	18 Kt (R 4) to B 5	
6 K to B sq	Kt to K R 3		Kt × Kt
7 P to Q 4	P to Q 3 (a)	19 Kt × Kt	Q to Kt 3
8 Kt to Q 3	P to B 6	20 Kt × P	Kt to R 3
9 P to K Kt 3	Q to K 2 (b)	21 Kt to Q 6, ch	
10 Kt to B 3	B to K 3		K to Q 2
11 B to Kt 3 (c)	B to Kt 2	22 P to R 3	P to B 3 (f)
12 B to K 3	B × B	23 K P × P	B to B sq
13 R P × B	P to Q B 3	24 Kt to Kt 7	Kt to B 4
14 Q to Q 2	Kt to Kt sq	25 B to B 4	P × P (g)

26 K to B 2	Q × B P (h)	31 B × R	K to B 2
27 B to K 5	Q to Kt 3	32 B to K 5	Q to R 4
28 K R × P	B to R 3	33 Q to B 4, ch	K to Kt sq (k)
29 Kt to B 5, ch	K to K sq (i)	34 R to R sq	Kt to Kt 5, ch
30 R × B !	Kt × R	35 K to Kt sq	Resigns (l)

(a) His 7th and 8th moves should have been transposed. White then could not have dislodged the Q by P to Kt 3.

(b) If Q to R 6, ch; 10. K to K sq, Q to Kt 7; 11. Kt to B 2, followed by B to B sq, wins the Q.

(c) In another game of the same match White continued with 11. P to Q 5, B to B sq; 12. P to K 5, P × P; 13. Kt × P, which sacrifice, however, proved unsound.

(d) White now has an excellent game.

(e) A modern player would surely exclude the Kt by P to Kt 3 and struggle on on the defensive to survive the middle game and retain his extra Pawn for the ending. Not so Anderssen! Though none of his pieces is in play, he formulates a plan for an attack on the K. To accomplish this end he gives up a Pawn and permits the check at Q 6. The Kt move serves the purpose to draw the Kt from Q 3, where it would be of important use for defensive measures.

(f) Anderssen pursues his end with wonted ingenuity. The object of this sacrifice will readily be seen.

(g) Like a wizard Black has transformed a wretched position into a fine attacking one. White cannot take the K R P because of Q to Kt 5.

(h) Another great idea. One does not know what more to admire—Anderssen's brilliant play or Steinitz's ironclad defence.

(i) This disconnects his Rooks, but his only alternative, K to K 2, would leave him ultimately open to R × Q R P, ch, which would also win for White.

(k) If K to K 2, then 34. R to R sq, Q × R; 35. Q to B 6, ch, and mates in two more moves.

(l) If P to B 7, ch; 36. K to Kt 2, P queens, ch; 37. R × Q, Q to R 7, ch; 38. K to B 3, Kt × B, ch; 39. K to K 3; or, 38. . . . R to B sq; 39. Q × R, ch, etc.

(Paris, 1867.)

VIENNA OPENING

BLACK, S. LOYD

1 P to K 4	P to K 4	10 P to K R 4	Q to Kt 3
2 Kt to Q B 3	P to K B 4 (a)	11 Q to K 2	B to Kt 5
3 P × P	Kt to K B 3	12 P to R 3	Q to R 4
4 P to K Kt 4	P to K R 3	13 P × B (c)	Q × R
5 B to Kt 2	P to Q 4	14 Castles	Q to R 3 (d)
6 P to Q 3	B to Q B 4	15 P to K Kt 5	P × P
7 P to K R 3	Castles	16 P × P	K Kt to Q 2
8 K Kt to K 2	P to B 3	17 Kt × P (e)	Resigns.
9 Kt to Kt 3	Q to B 2 (b)		

(a) This counter gambit against the Vienna is foolhardiness. The second player never has a chance to recover the Gambit Pawn.

- (b) This and his following moves are to little purpose.
 (c) The right reply to Black's sally.
 (d) The Queen flees betimes, evading the threatened $B \times R P$. The catastrophe, however, cannot be averted.
 (e) The coup de grace.

(Paris, 1867.)

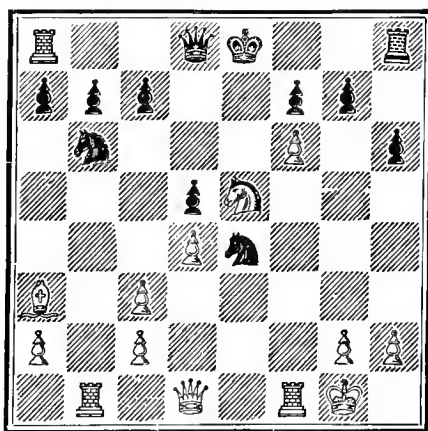
FRENCH DEFENCE

BLACK, S. WINAWER

- | | | | |
|-------------------|----------------|--------------------|-----------------------|
| 1 P to K 4 | P to K 3 | 16 Q to Kt 4 | Q to B sq |
| 2 P to Q 4 | P to Q 4 | 17 Q $\times$ P ! | Q to K 3 (g) |
| 3 Kt to Q B 3 (a) | B to Kt 5 (b) | 18 Q to Kt 7 | Castles |
| 4 P $\times$ P | P $\times$ P | 19 Kt $\times$ P | Kt $\times$ Q B P (h) |
| 5 B to Q 3 | B to K 3 (c) | 20 Kt $\times$ Q R | R $\times$ Kt |
| 6 Kt to B 3 | P to K R 3 | 21 P to B 7 | Kt to Q 2 |
| 7 Castles | B $\times$ Kt | 22 Q R to K sq | Kt to K 7, ch |
| 8 P $\times$ B | Kt to Q 2 | 23 K to R sq | P to B 4 |
| 9 R to Kt sq | Kt to Kt 3 (d) | 24 B $\times$ P | Q to K 5 |
| 10 Kt to K 5 | Kt to K 2 | 25 P queens | Kt $\times$ Q |
| 11 P to K B 4 | B to B 4 | 26 R $\times$ Kt | Kt to Kt 6, ch |
| 12 B $\times$ B | Kt $\times$ B | 27 Q $\times$ Kt | R $\times$ R |
| 13 B to R 3 | Kt to Q 3 | 28 B $\times$ R | Resigns. |
| 14 P to B 5 | Kt to K 5 | | |
| 15 P to B 6 (e) | P to Kt 3 (f) | | |

BLACK—WINAWER (67).

Position after White's fifteenth move :



(a) This, in lieu of the exchange of Pawns, is one of Steinitz's enduring innovations.

(b) Inferior to K Kt to B 3, but Winawer never missed an opportunity which might lead to his remaining with Knight against Bishop for the ending.

(c) Here and subsequently Black neglects the timely development of the King's side, and, as a result, comes to grief.

(d) R to Q Kt sq were preferable.

(e) White's play has been forceful throughout, and this stroke leaves Black defenceless.

(f) If 15. . . . P × P; 16. Q to R 5, R to R 2; 17. Q to Kt 4. If, however, 15. . . . Kt × P, then 16. Q to K 2.

(g) After P × Q White would mate in three moves.

(h) If Q R to Kt sq, then 20. Kt × R, R × Q; 21. P × R wins.

(Dundee, 1867.)

STEINITZ GAMBIT

BLACK, G. NEUMANN

1 P to K 4	P to K 4	20 B × Kt	P × B
2 Kt to Q B 3	Kt to Q B 3	21 P to B 3	B to Q 3
3 P to B 4	P × P	22 B to B 4	K to B sq
4 P to Q 4 (a)	Q to R 5, ch	23 K R to K Kt sq (e)	
5 K to K 2	P to Q 3 (b)		K to Q 2
6 Kt to B 3	B to K Kt 5	24 R to Kt 7, ch	
7 B × P	B × Kt, ch (c)		Kt to K 2
8 K × B	K Kt to K 2	25 Q R to K Kt sq	
9 B to K 2	Castles		K to K 3
10 B to K 3	Q to B 3, ch	26 B × B	R × B
11 K to Kt 3	P to Q 4	27 Kt to B 4, ch	
12 B to Kt 4, ch	K to Kt sq		K to B 3
13 P to K 5	Q to Kt 3	28 Kt to Q 3	R to Kt 3
14 K to B 2	P to K R 4	29 P to Kt 3	R to K R 3
15 B to R 3	P to B 3	30 Kt to K 5	R to R 3
16 P × P	Q × P, ch	31 P to Q R 4	R to R 4
17 Q to B 3 (d)	Q × Q	32 P to Kt 4	R to R 3
18 P × Q	P to K Kt 3	33 Kt to Q 7, ch	
19 Kt to K 2	Kt to B 4		Resigns.

(a) This is the debut of the gambit which puzzled the world for thirty years.

(b) P to Q 4 was subsequently made the basis of a copious analysis by Zukertort.

(c) Better is Q to R 4. Compare the game with Paulsen. Incidentally it may be remarked here that Tchigorin won the brilliancy prize in Paris, 1900, with this gambit against Mortimer.

(d) Despite his strenuous efforts, Black has failed to profit from the exposed position of White's K. The exchange of Queens is, of course, only too welcome to the first player.

(e) White plays the remainder in unexceptionable style. Like in most of his games at this remarkable opening, the roaming K is safely harbored, while that of the opponent is under fire.

(London, 1868.)

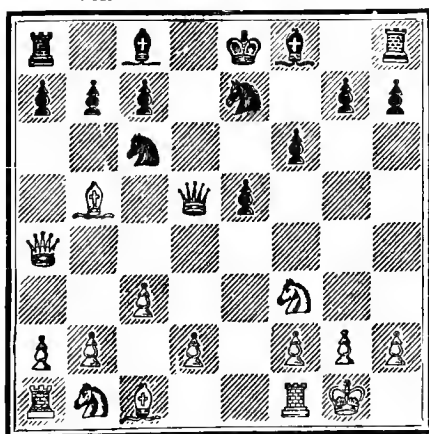
PONZIANI

WHITE, J. WISKER

- | | | | |
|-------------------|---------------|-------------------|-------------------|
| 1 P to K 4 | P to K 4 | 16 Q Kt to Q 2 | P to K B 4 |
| 2 Kt to K B 3 | Kt to Q B 3 | 17 P to K B 3 (h) | |
| 3 P to Q B 3 | P to Q 4 | | Kt to K 7, ch |
| 4 Q to R 4 | P to B 3 (a) | 18 K to R sq | P to B 5 |
| 5 B to Kt 5 | K Kt to K 2 | 19 Kt to Q 5 | P to K 6 |
| 6 P × P (b) | Q × P | 20 Kt to Kt 3 | B to K 3 |
| 7 Castles | B to Q 2 (c) | 21 Kt to Kt 6 | R to B 7 |
| 8 P to Q 4 | P to K 5 (d) | 22 P to Q 5 | B to K B 4 |
| 9 Kt to K sq | P to Q R 3 | 23 R to K sq | B to K 2 |
| 10 B to Q B 4 (e) | | 24 Kt to R 5 | B to B 4 (i) |
| | Kt × Q P (f) | 25 Kt × P | B × Kt |
| 11 Q to Q Kt 4 | P to Q B 4 | 26 Kt to Q 6, ch | |
| 12 P × Kt | P × Q | | K to Q 2 |
| 13 B × Q | Kt × B | 27 Kt × B | K R to Q B sq |
| 14 Kt to B 2 | R to Q B sq | 28 B × P | P × B |
| 15 Kt to K 3 | Kt to B 5 (g) | 29 Kt × Kt | P R to B 8, wins. |

WHITE—WISKER.

Position after White's seventh move:



(a) One of Steinitz's epochal innovations (in lieu of Q to Q 3), which caused this hitherto popular opening to fall into desuetude until 1887, when it was revived again by Alapin in the Frankfort tournament.

(b) Subsequently 6. P to Q 3 became the prevailing continuation, although it, too, leaves Black with the better game. Alapin returned to P × P, which was also adopted by Tchigorin.

(c) The *Modern Chess Instructor* recommends here P to K 5, and if 8. Kt to Q 4, B to Q 2; 9. Kt × Kt, Kt × Kt; 10. R to K sq, Castles Q R; 11. R × P, P to Q R 3. White, however, has a better continuation in 8. Kt to K sq, B to Q 2; 9. Kt to R 3, P to Q R 3; 10. P to Q Kt 4, Castles; 11. B to B 4. The text move is better.

(d) Better is P × P: 9. P × P, Kt to K 4!

(e) 10. P to Q B 4, Q to R 4. 11. P to Q 5 would have been preferable.

(f) A deep conception. White may recover the Pawn, but Black then obtains a big advantage in position for the ending.

(g) Threatening R × B, etc.

(h) This is certainly not good, but a study of the position will reveal that White has not a single move at his disposal which is free from grave objections.

(i) A far-sighted combination, which will be disclosed five moves hence.

(Baden-Baden, 1870.)

STEINITZ GAMBIT

BLACK, L. PAULSEN

1 P to K 4	P to K 4	20 P to Q R 4	R to Kt sq (g)
2 Kt to Q B 3	Kt to Q B 3	21 P to Kt 6!	R P × P
3 P to B 4	P × P	22 R × Kt	Q × R
4 P to Q 4	Q to R 5, ch	23 B to Kt 4, ch	
5 K to K 2	P to Q 3		K to Kt sq
6 Kt to B 3	B to K Kt 5	24 Kt to Q 5	Q to Kt 2
7 B × P	Castles (a)	25 P to R 5 (h)	P to K B 4 (i)
8 K to K 3	Q to R 4 (b)	26 R P × P	P × Kt P
9 B to K 2	Q to R 4 (c)	27 Kt × P (k)	Kt to K 2 (l)
10 P to Q R 3	B × Kt	28 P × P (m)	Q to B 2
11 K × B (d)	Q to R 4, ch	29 P to B 6	Kt to B 3 (n)
12 K to K 3	Q to R 5	30 P to B 4 (o)	Kt to R 2
13 P to Q Kt 4	P to K Kt 4	31 Q to R 2	Kt to Kt 4
14 B to Kt 3	Q to R 3	32 Kt to Q 5	Q × Kt (p)
15 P to Kt 5 (e)	Kt to K 2	33 P × Q	Kt × P
16 K R to B sq	K Kt to B 3	34 Q to R 7, ch	K to B 2
17 K to B 2	Kt to Kt 3	35 R to B sq, ch	
18 K to Kt sq (f)			Kt to B 3
	Q to Kt 2	36 R × Kt, ch	Resigns.
19 Q to Q 2	P to K R 3		

(a) If $B \times Kt$, ch, the King can safely retake. The strongest continuation seems to be 7. . . . P to B 4.

(b) If $B \times Kt$; 10. $P \times B$, P to B 4; 11. B to Kt 3, Q checks; 12. K to K 2, with a good game.

(c) He ought to have developed his King's side instead.

(d) A surprise and disappointment for Black, who had figured on P or B $\times$ B, whereupon he would have continued with P to K Kt 4 and B to Kt 2, with a powerful attack on White's Q P.

(e) The displacement of the Kt was for defensive as well as for aggressive purposes. Now White's Q P is safe.

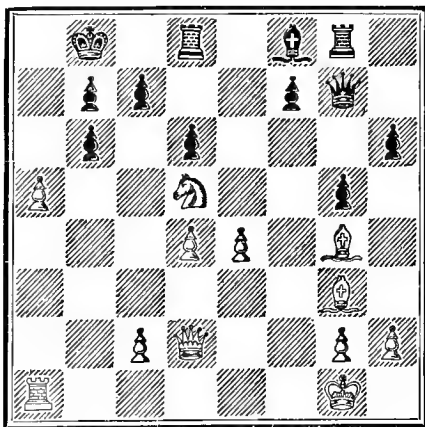
(f) With this safety move the last blemish in White's position has disappeared; its superiority is manifest; a strong centre, two united Bishops, the open K B file, a better development, and the option of attacking on either wing.

(g) In order to improve his position by Kt to B 5. The plan, however, is promptly met.

(h) Now the object of the Pawn sacrifice five moves ago comes to light. White has opened the R file for a vehement attack.

BLACK—PAULSEN (1870).

Position after White's twenty-fifth move:



(i) To cut off the K B and at the same time protect Q B 2. 25. P to Kt 4 would have been unavailing.

26 P to R 6 P to Kt 3
27 P to R 7, ch K to Kt 2
28 P queens R $\times$ Q
29 R $\times$ R K $\times$ R

30 Kt to B 7, ch K moves
31 Kt to K 8 Q to R sq
32 Q to B 3

If 25. . . . P to Q B 4; 26. $P \times P$, Q $\times$ Q P; 27. Q $\times$ Q, P $\times$ Q; 28. Kt to B 7, followed by R to R 8, mate.

(k) Q to B 3, threatening Kt $\times$ P and R to R 8, ch, would have equally won. If then R to B sq; 28. Q to R 3, Q $\times$ P, ch; 29. B to B 2, winning the Queen.

- (l) If $P \times B$, then Q to B 3.
 (m) Neither Q to B 3 nor R to R 8, ch, leads to an immediate win.
 (n) If $Q \times P$; 30. Q to B 3, Kt to B 3; 31. R to R 8, ch, K to B 7; 32. Kt to Q 5, mate.
 (o) Threatens R to R 8, ch, followed by Kt to Q 5, ch.
 (p) Despair!

(Baden, 1870)

THREE KNIGHTS

WHITE, L. PAULSEN

- | | | | |
|----------------------|-------------------|-----------------------|-----------------------|
| 1 P to K 4 | P to K 4 | 20 Castles Q R | Castles Q R |
| 2 Kt to K B 3 | Kt to Q B 3 | 21 P to B 3 | $Kt \times B$ (g) |
| 3 Kt to B 3 | P to K Kt 3 | 22 $Kt \times Kt$ | P to Q 4 |
| 4 B to B 4 | B to Kt 2 | 23 K to Kt sq | B to B sq (h) |
| 5 P to Q 3 | P to Q 3 | 24 K to R sq | B to Q 3 |
| 6 B to K Kt 5 | Q to Q 2 (a) | 25 Kt to B sq | Q R to B sq (i) |
| 7 P to Q R 3 | (b) | 26 Kt to Q 2 | R to R 3 |
| | P to K R 3 | 27 P to Q B 4 | (k) |
| 8 B to R 4 (c) | P to K Kt 4 | | B to K 3 |
| 9 B to K Kt 3 | K Kt to K 2 | 28 Kt to Kt 3 | Kt $P \times P$ |
| 10 P to K R 4 | P to Kt 5 | 29 $P \times B$ P | B to Q B 2 (l) |
| 11 Kt to Q 2 | P to K R 4 | 30 Kt to Q 2 | K R to B 3 |
| 12 Kt to Q 5 (d) | | 31 R to Q B sq | K to Kt sq |
| | $Kt \times Kt$ | 32 $P \times P$ | $P \times P$ |
| 13 $B \times Kt$ | Kt to K 2 | 33 K R to Kt sq | |
| 14 B to Kt 3 | P to K B 4 | | B to Q 3 |
| 15 $P \times P$ (e) | $Kt \times P$ | 34 R to Kt 5 | B to K B 2 |
| 16 Kt to B sq | P to B 3 | 35 Kt to Kt sq | Q to Q 5 |
| 17 P to Q B 3 | Q to Q B 2 | 36 Kt to B 3 | P to R 3 |
| 18 Q to K 2 | Q to Kt 3 (f) | 37 R to Kt 7 | B to K 3 |
| 19 B to R 2 | B to Q 2 | | |

In considering his next move, Herr Paulsen exhausted his second hour and consequently forfeited the game, the limit being twenty moves an hour. His position, however, was untenable.

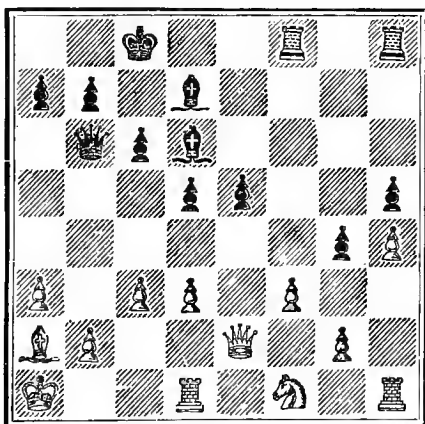
(a) Not K Kt to K 2, because of 7. Kt to Q 5 and 8. Kt to B 6, ch.

(b) To preserve his K B , which otherwise would have been exchanged by Kt to R 4.

(c) This B ought to have retreated to K 3. It is instructive to observe how Steinitz exploits this one weak move, which suffices to lose the game. The B gets displaced, made a target for attack, and ultimately exchanged in favor of Black.

- (d) He has no good moves to meet the ever-threatening P to B 4.
 (e) Evidently he cannot permit P to B 5, so he is forced to exchange Pawns, although this means the surrender of the centre and gives Black an open file for his Rooks. All in consequence of the unfortunate position of the Q B.
 (f) An excellent post for the Q.
 (g) Else the B returns into action at B 2.
 (h) Having done his duty at Kt 2, this B is put to use on this diagonal, threatening at once to take the R P. The game is a striking specimen of Steinitz's style of play.

WHITE—PAULSEN (1870).
 Position after the twenty-fifth move:



- (i) A powerful move which threatens P to K 5, followed by a twofold capture at B 6, and ultimately B to K Kt 5, which would win the exchange. White's pieces are driven back more and more.
 (k) What else can he move? If P × P, then R to B 7.
 (l) The K B P is now isolated and a ready object for attack, as is the K R P.

(London, 1871.)

SICILIAN DEFENCE

BLACK, C. DE VERE

- | | | | |
|---------------|-------------|---------------|----------------|
| 1 P to K 4 | P to Q B 4 | 5 Kt × P | P to Q R 3 (a) |
| 2 Kt to Q B 3 | P to K 3 | 6 P to K Kt 3 | (b) |
| 3 Kt to B 3 | Kt to Q B 3 | | K Kt to K 2 |
| 4 P to Q 4 | P × P | 7 B to Kt 2 | Kt × Kt |

8 Q × Kt Kt to B 3
 9 Q to K 3 B to Kt 5
 10 Castles Castles
 11 P to Kt 3 P to Q 3
 12 B to Kt 2 P to K 4
 13 K to R sq Kt to Q 5
 14 Kt to Q 5 B to Q B 4
 15 Q to Q 2 B to K 3
 16 Kt to K 3 R to B sq
 17 Q R to Q sq Kt to B 3
 18 P to K B 4 P to B 3
 19 Kt to Q 5 K to R sq
 20 P to Q R 3 P to Q R 4
 21 Q to K 2 Kt to Q 5
 22 Q to Q 3 B × Kt
 23 P × B B to R 2
 24 B to R 3 R to Q B 2
 25 P to B 4 (c) R to K 2
 26 P to Q Kt 4 P × P
 27 P × P Q to K sq (d)

28 Q to R 3 Q to R 5
 29 B to Kt 2 Kt to B 4 (e)
 30 P to Kt 4 Q × P
 31 Q × B P × P
 32 B to K B 3 Q to R 6
 33 R to B 2 R to K 6
 34 B to Kt 2 Q to R 5
 35 K to Kt sq Q to Kt 5
 36 Q R to K B sq
 Kt to R 5 (f)
 37 B to B sq K R to K sq
 (g)
 38 Q to R 2 P to B 6
 39 B × R P × B
 40 R to K sq P to R 3
 41 Q to K 2 Q to R 6
 42 P to B 5 P to K Kt 4
 43 P × P Q to Q 2
 44 R × B P K to Kt 2
 45 R to K 6 Resigns.

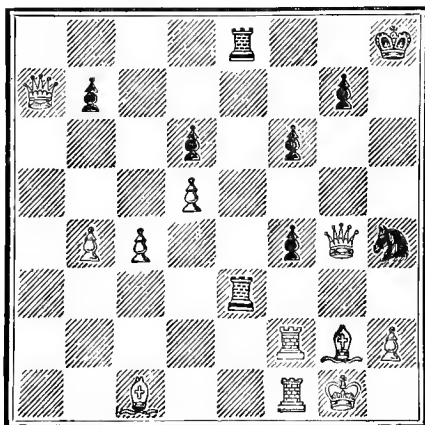
(a) This move, formerly thought indispensable, is now deemed unnecessary.

(b) The King's fianchetto was introduced into this opening by Steinitz. Later he adopted it right on his second move.

(c) In the scramble for position, White has obtained the superiority.

BLACK—DE VERE (1871).

Position after Black's thirty-seventh move.



(d) Black herewith embarks upon an interesting attack.

(e) The sacrifice is very enticing, but fails on White's ironclad defence. Should White capture the Bishop at once, Black, by Kt $\times$ P, ch, would secure a winning attack.

(f) P to K Kt 4, instead, would have made his attack more enduring.

(g) Finely played. If 38. B $\times$ R, P $\times$ B; 39. R to B 2, P to K 7 wins.

(Match, 1872.)

SALVIO GAMBIT

BLACK, J. H. ZUKERTORT

1 P to K 4	P to K 4	20 Q to Kt 3(f)	B $\times$ Kt
2 P to K B 4	P $\times$ P	21 Q $\times$ P, ch	R to B 2
3 Kt to K B 3	P to K Kt 4	22 Q $\times$ Kt	B $\times$ B
4 B to B 4	P to Kt 5	23 R $\times$ B	Q to K sq
5 Kt to K 5	Q to R 5, ch	24 P to B 4 (g)	P to Q 4 (h)
6 K to B sq	Kt to K R 3	25 P to K 5	P $\times$ P
7 P to Q 4	P to B 6	26 R $\times$ P	Q to Kt 4
8 Q Kt to B 3 (a)		27 P to Kt 3	Q to R 3
	P to Q 3 (b)	28 Kt to B 6, ch	R $\times$ Kt
9 Kt to Q 3	B to Kt 2	29 P $\times$ R	Q $\times$ B P
10 P to K Kt 3	Q to Q sq (c)	30 R $\times$ P	R to K sq
11 Kt to B 4	Castles	31 Q to Q 7	Q to R 3, ch
12 P to K R 3 (d)		32 R to B 4	R to K 2
	Kt to B 3	33 Q to Q 5, ch	K to Kt 2
13 Kt to R 5	P $\times$ P	34 R to R 2	P to Kt 4 (i)
14 Kt to Q 5	Kt to K Kt 5	35 R to B 6	Q to Kt 2
15 P to B 3	Kt to K 2	36 R $\times$ P, ch (k)	
16 Kt (Q 5) to B 4			K $\times$ R
	Kt to Kt 3	37 Q to R 5, ch	K to Kt sq
17 Kt $\times$ R P	B to K 3	38 R $\times$ Kt, ch	R to Kt 2
18 B $\times$ B	P $\times$ B	39 R to K R 6	K to B sq
19 Kt to Kt 5	B to R 3 (e)	40 R to R 8, ch	Resigns (l).

(a) 8 B to B 4 had generally been played until Steinitz introduced the foregoing move and thereby rehabilitated this gambit, which had been thought refuted by the theory. The timely employment of the Queen's Knight formed the basis of many of Steinitz's innovations.

(b) Best. The capture of the Pawn results in favor of White, to wit :

8	P $\times$ P, ch	11 B to B 4	P $\times$ P, ch
9 K $\times$ P	Q to R 6, ch	12 R $\times$ P	R to Kt sq, ch
10 K to Kt sq	P to Kt 6	13 R to Kt 2	

(c) If Q to R 6, ch; 11 K to K sq, B $\times$ Q P or Q to Kt 7; 12 Kt to B 4 or Kt to B 2 accordingly, and wins.

(d) White has now an excellent game.

(e) Very fine, as will be seen anon.

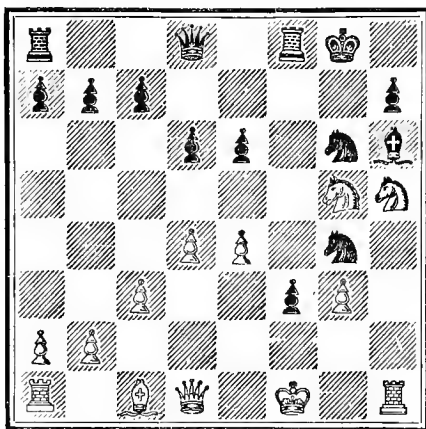
(f) The best reply. If

20 Kt × K P	B × B	22 K to B 2	Kt × Q, and wins
21 Kt × Q	Kt to K 6, ch		

or 21 Q × B; Q to K 2 with a fine game White's best course being 22 P to Q 5; 22 Kt × R: Q × P, 23 Q to Q 2 (Q to K sq, Q to Q 6, ch; 24 K to Kt sq, P to B 7 ch), P to B 7; 24 R to R 3, R × Kt.

(g) To guard against Q to Kt 4, ch.

BLACK—ZUKERTORT (1872).
Position after Black's nineteenth move:



(h) This looks promising, but is really disadvantageous. P to Kt 4, instead, appears to be better.

(i) Immediately fatal, as shown by White's powerful rejoinder. Black, however, has no continuation at his disposal, to save the game.

(k) A fitting finish to a grand contest.

(l) White mates in a few more moves, for instance :

40 . . .	K to K 2	43 R to R 6, ch	K to B 4		
41 Q to K 5, ch	K to B 2			44 Q to K 5, ch	K to Kt 5
42 Q to K 8, ch	K to B 3			45 Q to B 4, mate.	

(Tourney, London, 1872.)

STEINITZ GAMBIT

BLACK, J. W. ZUKERTORT

1 P to K 4	P to K 4	4 P to Q 4	Q to R 5, ch		
2 Kt to Q B 3	Kt to Q B 3			5 K to K 2	P to Q 4 (a)
3 P to B 4	P × P			6 P × P	B to Kt 5, ch

7 Kt to B 3	Castles	14 K to Kt 3	Q to Kt 3, ch
8 P × Kt	B to Q B 4	15 B to Kt 5	B × Kt
9 P × P, ch	K to Kt sq	16 Q × B	R × Kt
10 Kt to Kt 5 (b)		17 Q to B 6	Q to R 4
	Kt to B 3	18 P to B 3	R to Q 3
11 K to Q 3 (c)	Q to R 4	19 Q to B 4	P to Kt 4
12 K to B 3	B × P, ch (d)	20 K to B 2	Resigns (e).
13 Q Kt × B	Q to B 4, ch		

(a) The ingenious attack instituted hereby was invented by Zukertort.

(b) 10. P × B, Kt to B 3 !; 11. Q × R, ch, obtains three pieces for the Q, but loses the game. Q to K sq, here or on the following move, offers the only defence.

(c) Zukertort's analysis, which filled pages and pages of the *Neue Berliner Schachzeitung*, considered every conceivable move of White's down to P to Q R3, but this one, upon which, in conjunction with the following K move, Steinitz rested his gambit. 11. P to B 3 has been refuted in an elaborate analysis by Mr. Walter Penn Shipley, of Philadelphia.

(d) Black wins here by,

12 . . .	P to Q R 3	16 K to B 2	B to B 4, ch
13 K to Kt 3	P × Kt	17 K to Q 2	B to Kt 5, ch
14 P to B 3	R × P!	18 K to K 2	Kt to Kt 5 !
15 P × R	Q to Q 4, ch		

as played by Messrs. Honegger and Raubitschek in a consultation game against Steinitz at the Metropolitan Chess Club, 1897. If, instead of K to Kt 3, 13. Kt × P Black wins by R × P !.

(e) White has brought his K into safety and will remain a piece ahead. Had Black, instead of his last move, pinned the B, the game would have proceeded as follows :

19 . . .	R to Kt 3	22 K to B 2	P × B
20 P to Q R 4	P to Q R 3	23 P × P	Q × P
21 B × P	R × P	24 B × P, ch, and wins.	

(First Match, London, 1872.)

GIUOCO PIANO

WHITE, J. H. ZUKERTORT

1 P to K 4	P to K 4	9 R × Kt	P to Q 4
2 Kt to K B 3	Kt to Q B 3	10 B × P	Q × B
3 B to B 4	B to B 4	11 Q Kt to B 3	Q to Q sq
4 P to B 3	Kt to K B 3	12 P to Q 5 (c)	Kt to K 2
5 P to Q 4	P × P	13 B to K Kt 5	P to K B 3
6 P × P	B to Kt 3 (a)	14 Q to Kt 3	R to B 2 (d)
7 Castles (b)	Kt × K P	15 Q R to K sq	K to B sq
8 R to K sq	Castles	16 P to Q 6 (e)	P × P

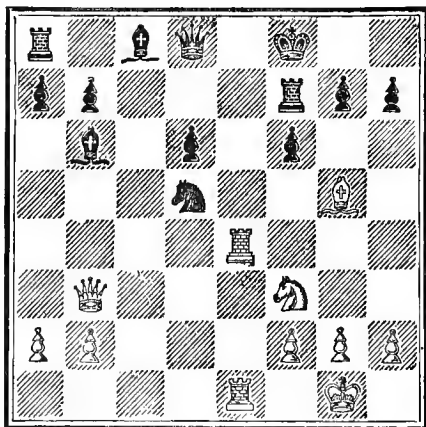
- 17 Kt to Q 5 Kt × Kt
 18 Q × Kt (f) B to Q 2
 19 Q × Q P, ch K to Kt sq
 20 Kt to K 5 (g)
 B × P, ch
 21 K to R sq (h)
 B × R
 22 Kt × R K × Kt
 23 Q to Q 5, ch K to Kt 3 (i)
 24 R × B B to B 3
 25 Q × Q R × Q
 26 B to K 3 (k) K to B 2
 27 K to Kt sq P to K Kt 4
 28 R to K 2 P to Q R 3
 29 R to Q 2 R to K sq (l)
 30 K to B 2 (m) B × Kt P
 31 B × Kt P P × B
 32 K × B K to B 3
 33 K to B 3 P to K R 4
 34 P to K R 4 (n)
 P × P
 35 R to Q 4 K to Kt 4

- 36 R to Q 5, ch K to Kt 3
 37 R to Q 6, ch K to B 4
 38 R to Q 4 P to R 6
 39 R to K R 4 K to Kt 4
 40 R × P P to R 5
 41 K to B 2 R to Q B sq
 42 R to Q Kt 3 R to B 7, ch
 43 K to Kt sq P to Q Kt 4
 44 P to R 4 P × P
 45 R to Q Kt 4 R to B 8, ch
 46 K to R 2 R to Q Kt 8
 47 R × P R × P, ch
 48 K to R 3 R to Kt 6, ch
 49 K to R 2 R to Kt 3
 50 K to R 3 K to B 4 (o)
 51 K × P R to K Kt 3
 52 K to R 5 R to K 3
 53 R to R 5, ch R to K 5
 54 K to Kt 5 (p)
 R to K 4, ch

Resigns.

(a) Steinitz at that time considered it a better plan to keep a pressure upon the centre by the above retreat than to isolate the Q P by the usual procedure. 6. . . . B to Kt 5, ch, etc.

WHITE—ZUCKERTORT (72).
Position after White's seventeenth move:



(b) White can maintain the centre by 7. P to K 5, P to Q 4; 8. B to Kt 5, Kt to K 5, which leads to a similar position as in variation of the Ruy Lopez, that is not very favorable to White, with the additional drawback that Black's K B is already in play and bearing on the Q P. The only other line of play to prevent the threatened P to Q 4 or eventually Kt $\times$ K P would be Q B to Kt 5 followed by B $\times$ Kt, which also has its drawbacks. As played, White obtains a strong attack as a compensation for the isolated Q P.

(c) Initiating a grand combination.

(d) P $\times$ B would obviously be replied to by P to Q 6, ch. Black might have placed the K at R sq but it is still debatable whether it deserved preference.

(e) The prevailing opinion at the time was that Zukertort had better retreated the B to B 4 at this juncture. But after B to K B 4; 17. R to K 2 (or 6) Kt to Kt 3, he has hardly anything better than to take the Q for 2 Rooks, which course held out less promise than the one adopted. Furthermore his B being immune from capture for some time to come, he did not propose to allow his opponent to take breath for a moment.

(f) 18. R to K 8, ch, would pay too high a price for the adverse Q, for after 19. . . . K $\times$ R; 20. Q $\times$ Kt, P $\times$ B he cannot continue Kt $\times$ P because of the rejoinder R $\times$ P.

(g) Wotan's spear; but Siegfried wields his Nothing.

(h) 21. K $\times$ B, P $\times$ Kt, ch, and wins.

(i) K to B sq? 24. B to B 4 wins.

(k) At last the Bishop retires, having been *en prise* for 12 moves.

(l) Though a Pawn ahead, Black refrains from exchanging Rooks on account of the B's being of opposite colors.

(m) This gives his alert opponent a desired opportunity to get rid of the Bishops. B to Q 4 instead should have been done.

(n) The gigantic struggle continues unabated. This sacrifice is not only the most ingenious but most promising effort to stave off defeat.

(o) Well calculated. The less elaborate R to R 3, however, was equally sufficient.

(p) Accepting the inevitable. The day is lost, for his K remains cut off while Black's crosses over to support the Pawn.

(Vienna, 1872.)

CUNNINGHAM

BLACK, H. E. BIRD

1 P to K 4	P to K 4	9 Q Kt to Q 2	P to K R 3
2 P to K B 4	P $\times$ P	10 P to K R 3	B $\times$ Kt
3 Kt to K B 3	B to K 2	11 Kt $\times$ B	Kt to Q 2
4 B to B 4	B to R 5, ch	12 K to Kt sq	B to Kt 6
5 K to B sq	P to Q 3 (a)	13 Kt to Q 2	Kt to Q Kt 3
6 P to Q 4	B to Kt 5	14 B to Q 3	B to B 5
7 B $\times$ P	Q to B 3	15 B to B 2	P to K R 4
8 B to K 3	Kt to K 2	16 P to K R 4	Castles, Q R

17 Kt to B 3	P to Q 4	27 Q to B sq !	Q R to B sq
18 P to K 5	Q to K 3	28 P to B 3	Q to K 2
19 Q to K 2	P to K B 3 (b)	29 P × Kt (d)	R × Q
20 R to K sq	Kt to B 3	30 K R × R	R to B sq (e)
21 P to K Kt 3	P × P (c)	31 P to R 3 (f)	P to B 3
22 P × B	Q to Kt 5, ch	32 R × R, ch	Q × R
23 K to R 2	P to K 5	33 R to K B sq	Q to K sq
24 Kt to Kt 5 !	Q × P, ch	34 R to B 7	Kt to Q 2
25 B to Kt 3	Q to B 3	35 B to B sq !	Kt to B 3 (g)
26 B to Kt 5	Kt × P	36 R to B 7, ch	Resigns.

(a) Of all masters within the past half-century, Mr. Bird was the only one to cherish this once popular gambit and to rescue it from entire oblivion. Considering his thorough familiarity with all its variations, it remains a matter of surprise to see him choose the inferior P to Q 3 against his formidable opponent instead of P to Q 4, which leads to some interesting variations, not a few of which have been discovered by himself.

(b) Incidental with this opening, White, for a time, was put to a little inconvenience, but now his forces are arrayed in good order, he has the centre and the advantage of two B's, while Black has no piece available to continue the attack on the K, except his lone Bishop. This last move is a double-edged weapon.

(c) Black obtains three Pawns for the piece and an immediate attack which, in forecast at least, holds out more promise than the retreat of the B.

(d) A brilliant repartee quite unexpected by Mr. Bird and the onlookers. Altogether White obtains three pieces including a Rook for the Q. 29. Q to R 3, ch, Kt to B 4 was also good.

(e) Mr. Steinitz's rare foresight and minute calculation will be appreciated by perusing the appended variation :

30 . . .	Q to Kt 5	34 Kt to B 7, ch	K to K sq
31 R to B 7	Q × P, ch	35 Kt to Q 6, ch	K moves
32 R to K 2	Q × B	36 Kt × Q	
33 R × P, ch	K to Q sq		

(f) A master stroke, which deprives the Queen of the one useful square at her command.

(g) To interpose the Kt with check should the B check at R 3. White's rejoinder, however, wins the Q for a Kt.

(Vienna, 1872.)

RUY LOPEZ

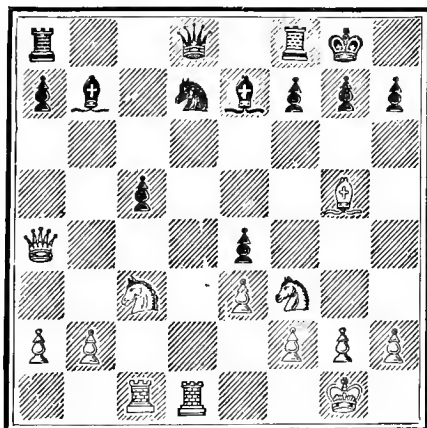
WHITE, A. ANDERSSSEN

1 P to K 4	P to K 4	4 B to R 4	Kt to B 3
2 Kt to K B 3	Kt to Q B 3	5 P to Q 3	P to Q 3
3 B to Kt 5	P to Q R 3	6 B × Kt, ch(a)	P × B

- | | | | |
|----------------------|-----------------|--------------------|---------------|
| 7 P to K R 3 | P to K Kt 3 | 26 Kt to B sq | P to B 5 |
| 8 Kt to B 3 | B to Kt 2 | 27 P to R 3 | Q to K 2 |
| 9 B to K 3 | R to Q Kt sq | 28 P to Kt 4 | P to B 6 |
| 10 P to Q Kt 3 | P to Q B 4 (b) | 29 Q to R sq | Q to Kt 4 (i) |
| 11 Q to Q 2 | P to K R 3 (c) | 30 R (B sq) to B 2 | |
| 12 P to K Kt 4 | Kt to Kt sq (d) | | P to B 4 |
| 13 Castles, Q R (e) | | 31 K P × B P | P × P |
| | Kt to K 2 | 32 P to R 4 | Q to Kt 3 |
| 14 Kt to K 2 | Kt to B 3 | 33 Kt × P | B × Kt |
| 15 Q to B 3 (f) | Kt to Q 5 | 34 P × B | R × B P |
| 16 Kt (B 3) to Kt sq | | 35 Kt to K 2 | Q R to K B sq |
| | Castles | 36 Q to R 2 | Q to B 2 |
| 17 Kt to Kt 3 | B to K 3 | 37 R to R 3 | K to R 2 |
| 18 Kt (Kt sq) to K 2 | | 38 Kt to Kt sq (k) | |
| | Q to Q 2 | | B to B 3 |
| 19 B × Kt (g) | B P × B | 39 K to K 2 | R to K Kt sq |
| 20 Q to Kt 2 | P to Q R 4 | 40 K to B sq | B to K 2 |
| 21 K to Q 2 (h) | P to Q 4 | 41 Kt to K 2 | R to R 4 |
| 22 P to K B 3 | Q to K 2 | 42 P to B 4 | B × R P |
| 23 Q R to K B sq | | 43 Q R to B 3 | P to K 5 |
| | Q to Kt 4, ch | 44 P × P | Q to Kt 3 |
| 24 K to Q sq | P to R 5 | 45 Kt to Kt 3 | B × Kt |
| 25 R to R 2 | P to Q B 4 | | Resigns. |

WHITE—B. C. ANDERSSSEN, VIENNA (73).

Position after White's fourteenth move:



(a) Anderssen's favorite continuation.

(b) This secures the command of the centre and prepares for the subsequent elaborate manoeuvre of the Kt to Q 5.

(c) To guard against B to R 6.

(d) Mr. Steinitz then had already begun to recognize those principles and tendencies which in later years he promulgated under the name of "modern school." Of all his games of that period, none bears a more striking character in this respect than the present, if we except the match by correspondence between London and Vienna, wherein he forced his unwilling fellow-players to adopt his incomprehensible moves. In the present game he rides rough-shod over all axioms and traditions. He defers Castling, neglects to bring his pieces out, all this for the purpose to station one already developed on the K side, on a square where it apparently could forthwith be dislodged. The success achieved in this game prevented an outburst of condemnation and denunciation, yet none of the commentators appreciated Steinitz's foresight and judgment; they all favored a direct attack like P to Q R 4 in preference to his "slow and long-winded" manoeuvre. Yet Steinitz was right after all, as will be seen anon, whereas P to Q R 4 would have won or lost or drawn.

(e) White's defeat was attributed at the time to Castling on this. But surely he would not have been a whit better off, had he Castled on the K side, or not at all.

(f) P to B 3 would only prove a temporary expedient, for, as soon as White moves one of his Kts, Black enters with Kt at Q 5, recovering the piece should P $\times$ Kt.

(g) That obnoxious Kt cannot forever be tolerated at Q 5. Its exchange, however, emphasizes the bad position of the Q, which is at once exploited by Black.

(h) The K departs betimes from where he may become beleaguered, and, furthermore, he can take the Q R file with his Rooks should Black open same. Despite his heart-renting position, Anderssen was not in the least discouraged, for all his life long he was prone to win just such a game.

(i) Steinitz's tactics are on a par with his strategy. Having accomplished his purpose of confining the hostile Q to a remote corner, he concentrates his forces to a deciding onslaught on the other side.

(k) White betokens a wonderful vitality, considering the fact that virtually he plays minus a Queen.

(Vienna, 1873.)

QUEEN'S GAMBIT DECLINED

BLACK, A. ANDERSSSEN

1 P to Q 4	P to Q 4	7 B to Q 3	B to Kt 2
2 P to Q B 4	P to K 3	8 Castles	Q Kt to Q 2
3 Kt to Q B 3	Kt to K B 3	9 P $\times$ P	P $\times$ P
4 B to Kt 5 (a)		10 R to B sq (b)	
	B to K 2		P to B 4 (c)
5 P to K 3	Castles	11 P $\times$ P (d)	P $\times$ P
6 Kt to B 3	P to Q Kt 3	12 Q to R 4 !	Kt to K 5 (e)

13 B × Kt	P × B	20 R × P	R × R
14 K R to Q sq !		21 Q × R	R × P
	B × B (f)	22 Q × Q B P	Q to K 3
15 Kt × B (g)	Q × Kt (h)	23 R to Q sq	P to R 3
16 R × Kt	K R to Kt sq	24 R to Q 6	Q to B 2 (k)
17 Q to Kt 3 (i)	B to B 3	25 Kt to Q sq	R to K 7
18 Q × P, ch	K to R sq	26 K to B sq	Resigns.
19 P to K R 4	Q to Kt 5		

(a) This, the leading variation nowadays, was introduced on this memorable occasion by Steinitz who, on the spur of the moment, conceived the idea of "forming a Ruy Lopez on the K side." Strange to say, the chess world failed to appreciate his invention, which was rather regarded as one of his vagaries, his victory being ascribed to the fact that he outplayed Anderssen as he then outplayed everyone else; so this variation was only adopted by Zukertort and others on sporadic occasions, whilst Steinitz himself for a long period played nothing but open games or 1. P to Q B 4. Thus it remained dormant, until Pillsbury brought it into prominence at Hastings, 1895, since when it became "the" variation.

(b) The importance of this excellent move has only been recognized in recent years. Mackenzie, however, followed the same course in a tournament game against Blackburne in Frankfort 1887.

(c) The game looks thoroughly modern and for all may have occurred in a recent tournament.

(d) Pillsbury continues Q to K 2, allowing black a majority of P's on the Q side for a K side attack.

(e) Apprehensive of Q to R 4. Steinitz, however, is quick to turn the complication to his advantage.

(f) P × Kt, 15. R × Kt loses obviously a piece, which would also happen in the case of 14. . . . Kt to Kt 3; 15. R × Q, Kt × Q; 16. R × Q R, R × R; 17. Kt × Kt.

(g) If 15. R × Kt, Q to B sq; 16. R × B (Kt × B, B to B 3) P × Kt.

(h) Black has escaped any loss of material, but White's superiority of position becomes overwhelming.

(i) White concludes the game with unrelenting vigor.

(k) The Prussian champion keeps up a gallant fight—up to the last combining attack and defence.

(Vienna, 1873.)

THREE KNIGHTS' GAME

WHITE, S. ROSENTHAL

1 P to K 4	P to K 4	7 B to Q B 4 (c)	
2 Kt to K B 3	Kt to Q B 3		P to Q 3
3 Kt to B 3	P to K Kt 3	8 Castles	Castles
	(a)	9 P to B 4 (d)	Kt to R 4
4 P to Q 4	P × P	10 B to Q 3 (e)	P to Q 4 (f)
5 Kt × P (b)	B to Kt 2	11 P × P	Kt × P
6 B to K 3	K Kt to K 2	12 Kt × Kt	Q × Kt

13 P to B 3	R to Q sq (g)	28 Q to B 7	B to Q 4
14 Q to B 2	Kt to B 5 ! (h)	29 P to Q Kt 3	R to K sq
15 B × Kt	Q × B (i)	30 P to B 4	B to B 2
16 Q to B 2	P to Q B 4 (k)	31 B to B sq (m)	
17 Kt to B 3	P to Kt 3		R to K 7
18 Kt to K 5	Q to K 3	32 R to B sq	Q to B 7 (n)
19 Q to B 3	B to Q R 3	33 Q to Kt 3	Q × R P
20 K R to K sq	P to B 3	34 Q to Kt 8, ch	
21 Kt to Kt 4	P to R 4 !		K to R 2
22 Kt to B 2	Q to B 2	35 Q to Kt 3	B to Kt 3
23 P to B 5 (l)	P to K Kt 4	36 P to R 4	P to Kt 5
24 Q R to Q sq	B to Kt 2	37 Kt to Q 3 (o)	
25 Q to Kt 3	R to Q 4 !		Q × P
26 R × R	Q × R		
27 R to Q sq	Q × B P		Resigns.

(a) Introduced by Staunton and invariably adopted by Steinitz until his second match with Zukertort,

(b) Kt to Q 5 is White's strongest continuation.

(c) Much stronger is Q to Q 2, followed by Castling and P to K R 4. It is worthy of note that Steinitz in subsequent games proceeded with 6. . . . Kt to B 3. In his book he analyzes 7. P to K R 4 as leading to a win for White.

(d) This aggressive move was very fashionable then. Since Steinitz taught the chess world, its adoption is less frequent, as mostly, like in the present case, it loosens the Pawns and renders the K P weak.

(e) He fails to perceive the intention of the opponent. Either Q to Q 3 or B to K 2 were in order.

(f) Breaking up the centre, for if P to K 5 then P to Q B 4 and P to Q 5.

(g) It was not often seen at that time that a piece already stationed on the King's side should be employed at the Queen's side. Now it is an everyday occurrence. Another result of Steinitz's teachings.

(h) P to Q B 4 would come to naught because of the rejoinder B to K 4.

(i) Black has now the advantage of two Bishops. For the present he threatens to win a piece by B × Kt, etc.

(k) Steinitz's treatment of the game is a perfect study. As soon as one of the enemy's pieces is well posted, he drives it away.

(l) Plausible, but not good, and results in the loss of the Pawn.

(m) Not R to K sq, because of R × B and Q to Kt 8, ch.

(n) Threatening R × Kt.

(o) This hastens the catastrophe, but his game is already beyond redemption.

(London, 1876.)

RUY LÓPEZ

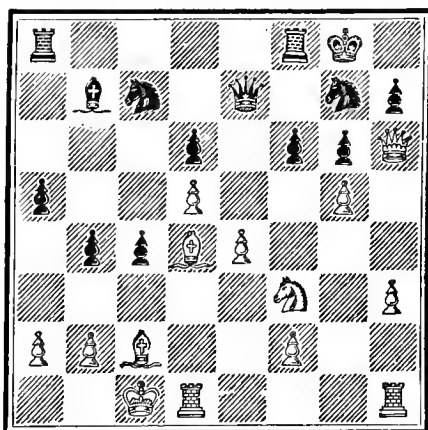
BLACK, J. H. BLACKBURNE

1 P to K 4	P to K 4	3 B to Kt 5	P to Q R 3
2 Kt to K B 3	Kt to Q B 3	4 B to R 4	Kt to B 3

- | | | | |
|--------------------------------|-------------------|---------------------|---------------|
| 5 P to Q 3 | P to Q 3 | 21 Q to Q 2 (f) | P to Q R 4 |
| 6 P to B 3 (a) | B to K 2 (b) | 22 B to Q 4 | P to B 3 |
| 7 P to K R 3 | Castles | 23 Q to R 6 | P to Kt 5 |
| 8 Q to K 2 | Kt to K sq (c) | 24 P to Kt 5 | P to B 4 (g) |
| 9 P to K Kt 4 | P to Q Kt 4 | 25 B to B 6 | Q to B 2 |
| 10 B to B 2 | B to Kt 2 | 26 P × P | P × P |
| 11 Q Kt to Q 2 | Q to Q 2 | 27 P to Kt 6 ! | Q × P (h) |
| 12 Kt to B sq | Kt to Q sq | 28 B × Kt | Q × Q, ch (i) |
| 13 Kt to K 3 | Kt to K 3 | 29 B × Q | R to B 3 (k) |
| 14 Kt to B 5 | P to Kt 3 | 30 K R to Kt sq, ch | |
| 15 Kt × B, ch | Q × Kt | | R to Kt 3 |
| 16 B to K 3 | Kt (K sq) to Kt 2 | 31 B × P | K to B 2 |
| 17 Castles, Q R P to Q B 4 (d) | | 32 B × R, ch | P × B |
| 18 P to Q 4 | K P × P | 33 Kt to Kt 5, ch | |
| 19 P × P | P to B 5 (e) | | K to Kt sq |
| 20 P to Q 5 | Kt to B 2 | 34 K R to K sq (l) | |
| | | | Resigns. |

(a) This was the first time that Steinitz adopted the Ruy Lopez in an important contest. As was his wont, he differs from the usual course; the whole plan, especially the handling of the Kt, is decidedly original. Notwithstanding his success on the present occasion, we do not meet this opening again in his games until in the London tournament of 1883, after the

BLACK—BLACKBURNE (1876).
Position after White's twenty-fourth move :



reverses he met with his gambit. Since then he achieved some of his most brilliant victories with his Lopez variation.

(b) The K's fianchetto is more favored.

(c) Intending P to B 4, which, however, White prepared to meet already with his 7th move. Better were P to Q Kt 4, followed by P to Q 4.

(d) P to K B 4 deserves preference.

(e) Black does not venture this trap: 17. . . . P to Q 4; 18. P × P, Kt to B 5, because of 18. P to K 5. Whereupon the diagonal would be closed, leaving White free to attack with P to K R 4, etc.

(f) Threatening both wings, but chiefly the K side, after removing the B.

(g) There is no adequate defence; if

24 . . .	Kt (Kt 2) to K sq	28 Kt to Kt 5 !	Kt × P
25 P to K R 4	Q to Kt 2	29 P to R 5	Kt × P
26 Q × Q, ch	Kt × Q	30 R × Kt	P × R
27 P × P	Kt to R 4	31 R to Kt, sq, ch, and wins.	

If 29. . . . K to Kt 2; 30. P × P, P × P; 31. R to R 7. ch. No better were 26. . . . K × Q, the reply being 27. P to R 5.

(h) If P × P; 28. Kt to Kt 5.

(i) He must submit to the loss of a clear piece as his position is too compromised to give up Q for R: Q × B; 29. R to Kt sq, R to B 2; 30. B × P, etc.

(k) 29 . . .	R to B 2	33 B × P, ch	R × B
30 R to Kt sq, ch	K to R sq	34 R to Kt 7, ch	K to R sq
31 B to K 3	P to R 3	35 Q R to Kt sq, and wins.	
32 B to Q 4, ch	K to R 2		

(l) Threatening R to K 6 or 7 accordingly.

(London, 1876.)

VIENNA OPENING

BLACK, J. H. BLACKBURNE

1 P to K 4	P to K 4	14 Q × K P	Q to R 3, ch
2 Kt to Q B 3	Kt to K B 3		(f)
3 P to B 4	P to Q 4	15 K to B 2	Q to Q B 3
4 P to Q 3	B to Q Kt 5	16 Q to Q 4 (g)	Kt to R 3 (h)
	(a)	17 B to R 3	P to Kt 5 (i)
5 P × K P	Kt × P (b)	18 B × P	Kt × B
6 P × Kt	Q to R 5, ch	19 Q × P	R to Q B sq
7 K to K 2	B × Kt	20 Q R to Q Kt sq	
8 P × B	B to Kt 5, ch		P to Q Kt 3 (j)
9 Kt to B 3	P × P	21 R to Kt 3	R to Q sq
10 Q to Q 4 (c)	B to R 4	22 R to K sq	R to Q 4
11 K to K 3 (d)	B × Kt	23 R to K 4	Q to R 3 (k)
12 B to Kt 5, ch (e)		24 P to K R 4	P to K Kt 4
	P to B 3	25 P to K 6 !	P × K P (l)
13 P × B	P × B	26 Q to R 4, ch	K to K 2 !

27 Q × P, ch	R to Q 2	35 R to Kt 7, ch	
28 Q × P	R to Q B sq		K to K sq
29 Q to K 3	K to B 2	36 Q to B 6	Q × Q
30 R to Kt 5	R (B sq) to Q	37 R × Q	R (Q sq) to Q
	sq		3
31 R × P	R to Q 7, ch	38 R × R P	R to B Q 4
32 K to Kt 3	R (Q 7) to Q	39 R to Kt 6	K to B sq
	3 (m)	40 P to R 5	R (Q 3) to Q 4
33 R to B 4, ch (n)		41 R × P	R × R P
	K to K 2	42 R × R	R × R
34 Q to K 5	R to Q 4	43 P to R 4, and wins.	

(a) If P to Q 5 White replies best Kt to Kt sq. Black's safest course is 4. . . . Kt to B 3; 5. P × K P, Q Kt × P; 6. P to Q 4, Kt to Kt 3 as Lasker played against Steinitz, London, 1899, or 4. . . . P × B P; 5. B × P, B to Q Kt 5.

(b) An ingenious device, leading to a vehement attack which taxes the opponent to the utmost.

(c) An excellent rejoinder, which for the present prevents Black to capture the Kt.

(d) This looks hazardous, but is really the move. If K to Q 2, Q to Kt 5; 12. P to K R 3, Q to B 5, ch, etc.

(e) Necessary to evade perpetual check by Q to K 8 and Q to R 5, in reply to P × B.

(f) In a match game between Blackburne and Zukertort in 1887, the latter (Black) exchanged Queens at this juncture, which is inferior, as White is not only better equipped for the end game but his vulnerable point, the position of the K, becomes a distinct advantage once Queens are off the board.

(g) Now to exchange Queens would be disadvantageous, as it would develop Black's Kt whilst White's K is further away from the centre than before. Moreover White has excellent prospects for an attack, his R's being ready to take the open files. The text-move renders it extremely hazardous for Black to Castle on the K side.

(h) If Kt to Q 2 then R to K Kt sq, R to K Kt sq (P to K Kt 3?; 18. P to K 6) 18. P to Q R 4. He might free his K from danger by Q × Q (preceded by Q to Kt 3), but then White's doubled Pawns would become dissolved, whereupon Black's chances for a draw would be nil.

(i) The true master will always be resourceful, no matter how great his plight! R to Q sq would be unavailing, because of 18. B to Q 6.

(j) 20. . . . Q × P; 21. Q × Q, R × Q; 22. R × P, R × P, ch; 23. K to Kt 3, and must win the Q R P on account of the threatened R to Kt 8, ch.

(k) The less aggressive R to B 4 might have been of better service.

(l) Compulsory, else Q to R 4, ch, would prove decisive.

(m) To guard against R to Q 4, which would force the exchange of Rooks. The incidental R to B 5, ch, which ultimately would leave White with Q and five Pawns against 2 R's, was hardly to be feared as the Pawns are all scattered.

(n) White forces the issue with vigor and precision. One of the best contested and most interesting games on record.

(Dublin, 1880.)

FRENCH DEFENCE

BLACK, MESSRS. CAIRNS, MONK, AND WALLACE IN
CONSULTATION

1 P to K 4	P to K 3	16 P × P	P × P
2 P to Q 4	P to Q 4	17 Kt × P !	B × R
3 P × P	P × P	18 R × B	B to B 3
4 Kt to K B 3	Kt to K B 3	19 Kt to K B 4 (e)	
5 B to Q 3	B to Q 3		Kt to B 2
6 Castles	Castles	20 B to B 4, ch	B to Q 4 (f)
7 P to Q Kt 3 (a)		21 Kt × B	Kt × Kt
	B to K 3	22 R × Kt	P × R
8 B to Kt 2	Kt to R 4 (b)	23 Q × P	Q to B 3
9 P to K Kt 3	P to K B 4	24 B × Kt, ch	K to R sq
10 R to K sq	B to Q 2	25 P to B 4	Q to B 4 (g)
11 P to B 4	P to B 3	26 Q × Q	R × Q
12 Kt to K 5	Kt to B 3	27 B × P	Q R to K B
13 Kt to Q B 3	Kt to R 3	28 B to K 4	R to R 4
14 R to Q B sq	B to Q Kt 5	29 P to Q 5	Resigns.
15 Q to B 3 (c)	Kt to K 5 (d)		

(a) This decidedly original continuation was conceived by Steinitz on the spur of the moment. The innovation has certain points in its favor, chiefly the avoidance of threshed-out and drawing variations incidental to this form of the French. Steinitz, however, never gave this experiment a second trial, whereas Zukertort adopted it subsequently on several occasions.

(b) The Allies thought to refute the novelty by planting the Kt at B 5 or else obtaining the sq at R 6 for the B. While failing in their object they brought about a spirited and interesting contest. Their best plan would have been to adopt developing measures.

(c) White quietly has built up a formidable attack.

(d) As usual, complications result in favor of the deeper player. Had they known what was coming, they would have played Kt to B 2 in preference.

(e) This beautiful move is the key to the whole conception: apparently White threatens to regain the exchange by Kt to K 6, but its meaning is deeper. Black can twice attack the Q by Kt to Kt 4 or Q 7 but to no purpose.

(f) If K to R sq, 21. Kt to Kt 6, ch, P × Kt; 22. Kt × P, ch, and 23. Q to R 5 mate.

(g) Must! Else B to R 3, and if K R moves Kt to B 7, ch.

(Cologne, 1881.)

VIENNA OPENING

BLACK, KOCKELKORN AND WEMMERS CONSULTING AGAINST
STEINITZ, BLINDFOLD

1 P to K 4	P to K 4	21 B to K Kt 5	B to Kt 2
2 Kt to Q B 3	Kt to K B 3	22 P to R 4	P to R 4
3 P to B 4	P to Q 4	23 B to Q 2	Q R to R 2
4 P × K P	Kt × P	24 Q to Kt 5	Kt to B 5
5 Kt to B 3	Kt to Q B 3	25 R × R	R × R
6 B to Q Kt 5		26 B to B sq	R to K B 2
	B to K 2	27 P to K Kt 4 (b)	
7 Castles	Castles		R P × P
8 Q to K sq (a)		28 P to R 5 !	P × P
	P to B 4	29 B × P	Q to K 2
9 P to Q 3	Kt × Kt	30 Q × P	B × P (c)
10 P × Kt	B to K 3	31 P × B	Kt × P
11 P to Q 4	Kt to R 4	32 B to Kt 5	Q to B 4, ch
12 Q to Kt 3	P to B 3	33 K to R sq	Q to B 5
13 Kt to Kt 5 !	Q to Q 2	34 R to B 4	Q × P
14 B to Q 3	P to Kt 4	35 B to R 6	Q to R 4
15 P to Q R 4	P to Q R 3	36 R × P, ch !	Kt × R
16 Kt × B	Q × Kt	37 Q × Kt, ch	K to R sq
17 Q to R 3	P to Kt 3	38 B to Kt 7, ch !	
18 B to R 6	R to B 2		K to Kt sq (d)
19 P × P	R P × P	39 B to B 3, ch	Resigns.
20 Q to Kt 3	B to B sq		

(a) It is not often that Steinitz plans a K side attack, but if he does, he carries it beautifully through, as in the present game.

(b) A powerful stroke, which disorganizes the enemy's position.

(c) Compulsory. B to R sq ; 31. Q to Kt 6, ch, R to Kt 2 ; 32. B to K 6, ch.

(d) If R × B mate in two by 39 Q to R 5, ch. Mr. Steinitz could not have improved upon his conduct of the game, even if he had played it over the board.

(Vienna, 1882.)

QUEEN'S KNIGHT'S OPENING

BLACK, J. H. BLACKBURNE

1 P to K 4	P to K 4	4 P to Q 3	P × K P (a)
2 Kt to Q B 3	Kt to K B 3	5 B P × P	Kt to Kt 5
3 P to B 4	P to Q 4	6 Kt × P	Kt to Q B 3

7 P to B 3	Q to Q 4 (b)	34 B to R 6, ch K to Kt sq
8 Q to Kt 3 (c)	Q × Q	35 B to Q 3 R (B sq) to B 2
9 P × Q	K Kt × K P	36 B to Q 2 ! (h)
10 P to Q 4	Kt to Kt 3	Kt (K 3) to B sq
11 B to Q B 4	B to K 2	37 Kt to R 6, ch
12 Kt to B 3	P to K R 3	K to R sq
13 P to Q Kt 4	Castles	38 B to K 4 R to K 2
14 Castles	B to K B 4	39 B × P R to K 7
15 K Kt to Kt 5 (d)	Q B × Kt	40 Kt to B 5 R × Q B
16 Kt × B	Kt to Q sq (e)	41 Kt × B Kt to Kt 4
17 P to Kt 5 !	R to K sq	42 R to K sq Kt (Kt 4) to K 3
18 Kt to Kt 3	B to B sq	43 R to K B sq Kt to Q sq
19 Kt to B 5	Kt to K 2	44 P to Kt 5 R to Q 6
20 Kt to K 3	Kt to K 3	45 R to B 5 Kt (B sq) to K 3
21 Kt to Kt 4	Kt to Kt 3	46 Kt to K 4 Kt to Kt 2
22 B to Q 5	Kt to Q sq	47 R to B 6 K to Kt sq
23 B × R P (f)	P to B 3	48 R to R 6 Kt (Kt 2) to K 3
24 P × P	P × P	49 P to Q 5 Kt to B 5
25 B to Q B 4	R to K 2	50 R to K R 4 Kt × B
26 B to K Kt 5	R to Q 2	51 Kt to B 6, ch K to B sq
27 P to R 4	B to K 2	52 Q R × Kt R × R
28 P to R 5	Kt to B sq	53 Kt P × R Kt to Kt 3
29 B to K 3	B to Q 3	54 P to B 7 (i) R × B P
30 P to Kt 4 (g)	Kt (Q sq) to K 3	55 P to Q 6 Kt to K 4
31 R to R 6	R to B sq	56 R to K 4 Resigns.
32 P to R 6	Kt to R 2	
33 P × P	K × P	

(a) In their match 1876, Blackburne continued with B to Q Kt 5 instead.

(b) The English champion had skilfully prepared this variation, which apparently recovers the Pawn with a good game, but he failed to reckon with White's 7th and 8th moves.

(c) Now White must emerge from the opening with a telling superiority of position.

(d) This excellent repartee prevents the dislodgement of his well-posted Q Kt.

(e) To relieve the K R from standing guard over the P. P to Q R 3 however, is believed to be better.

(f) The reward for his excellent manœuvres.

(g) White's tactics, operating alternately on either wing, are a perfect study.

(h) Threatening B × Kt and 37. Kt to B 6, ch, which he could not do at once, because of 37. . . . K × B.

(i) Mr. Steinitz's conduct of the entire game is without a blemish.

(Vienna, 1882.)

FRENCH DEFENCE

BLACK, MAX WEISS

1 P to K 4	P to K 3	19 P to K Kt 4 (g)	R to Q sq
2 P to K 5 (a)	P to Q B 4	20 P to Kt 5	B to K 2
3 P to K B 4	P to Q 4 (b)	21 Kt to Kt 4 (h)	Kt to B 3
4 P × P	B × P	22 Q to R 4 (i)	Kt to Q 5
5 P to K Kt 3	B to Q 2	23 B to K 4	P to B 4 (k)
6 K Kt to B 3	B to B 3	24 P × P i. p.	Kt × P (B 6)
7 B to Kt 2	Kt to B 3	25 Kt × Kt, ch	B × Kt
8 Castles	Q Kt to Q 2	26 Q × P, ch	K to B 2
9 P to Q 3	Castles	27 B to Kt 2	R to K Kt sq
10 Q Kt to Q 2	Kt to Kt 3	28 Kt to K 5, ch	K to B sq
11 Q to K 2	Q to B 2 (c)	29 R to B 2	P to Q Kt 4
12 P to Kt 3	B to K 2 (d)	30 P × P	B × P
13 B to Kt 2	P to Q R 4	31 B to K R 3	Q R to K sq
14 P to Q R 4	K Kt to Q 4	32 R to K 4	B to B 3
15 Kt to B 4	Kt to Kt 5	33 R × Kt	P × R
16 Q R to K sq (e)		34 B to R 3	B to K 2
	Kt (Kt 3) to	35 B × K P, and mates next	move.
	Q 4		
17 K Kt to K 5	B to B 3		
18 Q to B 2	B to K sq (f)		

(a) Steinitz hardly ever played in a tournament or match, without bringing to light some startling innovations which puzzled his opponents, but, it was just as often that he discarded his new wrinkles after they had done service. Thus, in the Vienna tournament of 1882, he adopted the above continuation against the French, but thereafter he only played it once, against Blackburne in London, 1883.

(b) Black should not have permitted this exchange, as White not only gets rid of a weak Pawn, but will also be the first to get command of the open K file; a better plan is to develop the Queen's side by means of the fianchetto, then Castle Q R and eventually attack with P to K B 3.

(c) The opening thus far is in favor of Black, who is better developed.

(d) This still more solidifies his game and makes it immune against any possible threat.

(e) The square at K 5 is the key to the strategical situation; hence White has all his forces bearing on this point.

(f) Black has still a good position, but seems to be at a loss how to put it to account; and in the end he loses for his lack of enterprise.

(g) The beginning of a dangerous attack.

(h) White does not want to be obliged to exchange Pawns in reply to . . . P to B 3; hence this Kt move.

(i) The aspect has changed. White's position is by far superior, and he has absolute command of the board. Both parties have retained their full forces, only two Pawns being off the board! White's next stroke is decisive.

(k) If P to K Kt 3, then Kt to B 6, ch, or if 23. . . . P to R 3; 24. Kt × P, ch.

(Vienna, 1882.)

FRENCH DEFENCE

BLACK, B. FLEISSIG

1 P to K 4	P to K 3	19 Kt to Q 3	B to R 3
2 P to K 5	P to Q 4	20 Kt to K 5	R to B sq (e)
3 P × P	B × P	21 B to B 2	Kt (B 4) to K 2
4 P to Q 4	Kt to K 2	22 Q to Kt 3	K to R sq
5 B to Q 3	Kt to Kt 3	23 Q to R 4	K to Kt sq
6 Kt to K B 3	Kt to B 3	24 Q to Kt 3	K to R sq
7 Kt to B 3	Kt to Kt 5	25 Q to R 3	Kt to Kt sq (f)
8 B to Q B 4	P to Q B 3	26 Q to R 5	R to B 2
9 Kt to K 4	B to B 2	27 B to Q 2	Kt (Q 4) to B 3
10 Castles	Castles	28 Q to R 3	Kt to Q 4
11 R to K sq (a)		29 P to Q B 4	Kt to B 3
	Kt to Q 4	30 Q R to Q sq	Q to K sq
12 Kt to B 5	Kt to R 5	31 B to B 4 (g)	R to B sq
13 Kt to K 5 (b)		32 Q to R 3	B to Kt 2
	Kt to B 4	33 Q × P	B to R sq
14 P to B 3	B × Kt (c)	34 Q × P	P to Kt 4 (h)
15 R × B	Kt to B 3	35 B to K Kt 3	Kt to Q 2
16 R to K sq (d)		36 Q to Kt 3	P to K B 4
	P to K R 3	37 P to B 3	K to Kt 2
17 Q to B 3	Kt to Q 4	38 P to B 5	Kt (Q 2) to B 3
18 B to Kt 3	P to Q Kt 3	39 Kt to B 4	Resigns.

(a) The results of the opening are quite satisfactory. He commands the K file, his pieces have a broader scope of action, and, what he valued most, four Pawns against three on the Q side.

(b) All offers of exchange declined with thanks, unless they net something.

(c) This piece is too well posted to suit Black. P to B 3 would weaken the K P. Now White has two B's.

(d) Intending to play the Kt to K 5.

(e) Black's position is solid enough and it is a study to observe how White manages to win. Yet in the entire game Black does not commit a single error; he loses by superior strategical disposition on the part of his antagonist.

(f) To immune himself against the ever-menacing B × P.

(g) While Black was playing for a draw, White has gained ground inch by inch, systematically driven back the adverse pieces, and grouped his forces

so harmoniously that they can operate on either side. Every piece is better posted than the corresponding Black piece. His last stroke is unanswerable.

(h) Not R to Kt sq, because of Kt $\times$ P, ch, and 36. B $\times$ R. Black is lost, no matter what he does.

(Vienna, 1882.)

FRENCH DEFENCE

BLACK, A. SCHWARZ

1 P to K 4	P to K 3	18 Q to Kt 4, ch	K to R sq
2 P to K 5	P to Q B 4	19 Q to R 5	Q to K sq
3 P to K B 4	Kt to Q B 3	20 P to Q 4 !	B to R 3
4 Kt to K B 3	Kt to R 3	21 R to K sq	B P $\times$ P
5 P to K Kt 3	B to K 2	22 P $\times$ P	P to K 5
6 B to Kt 2	Castles	23 B to B 4	R to Q sq (e)
7 P to Q 3	P to B 3	24 Q R to B sq	K to Kt sq (f)
8 P $\times$ P	B $\times$ P	25 R to B 7	Kt to R sq
9 Castles	Kt to B 2	26 Q to Kt 5, ch	
10 P to B 3	R to Kt sq (a)		Kt (R sq) to
11 Kt to R 3	P to Q Kt 3		Kt 3
12 Kt to B 2	B to Kt 2	27 R $\times$ R P	B to Q 6
13 Kt to K 3	P to Q 4 (b)	28 R to Q B sq	Kt to B 3 (g)
14 Kt to Kt 4	P to K 4	29 R $\times$ P (h)	R $\times$ B
15 Kt $\times$ B, ch	P $\times$ Kt (c)	30 R to R 6	R to Q 3
16 Kt to R 4	Kt to K 2 (d)	31 Kt $\times$ Kt	Resigns (i).
17 P $\times$ P	P $\times$ P		

(a) The second player has treated the opening fairly well, but here he should proceed at once with P to Q 4, followed by P to K 4.

(b) While Black was making the three foregoing moves, for which there was no pressing need, White has brought an important piece into action.

(c) Better Q $\times$ P, with the possible continuation P to Q 5.

(d) B to B sq has its objections, but as a whole is preferable to the actual defence.

(e) He should not have given the opponent undisputed possession of the Q B file, but moved this R to B sq, and if B to R 3, R to B 3.

(f) Intending to offer the exchange of Queens, which White is unkind enough to refuse. There is, however, nothing to be done; White is completely master of the board.

(g) Black is absolutely without resource to meet the threat Kt $\times$ Kt, Kt $\times$ Kt; 30. K R to B 7. If R to Q 7, then 29. R $\times$ R, followed by R to B 7. If, however, 28. . . . R to B 2, then Kt $\times$ Kt, followed by R $\times$ R and R to B 7, ch.

(h) Immediately decisive.

(i) One critic (by no means over partial to Steinitz) wrote at the time: "To praise his conduct of the game would be like painting the lily."

(Vienna, 1882.)

SICILIAN DEFENCE

BLACK, LOUIS PAULSEN

1 P to K 4	P to Q B 4	23 B × P	Kt to K 3
2 P to K B 4 (a)	Kt to Q B 3	24 B to K 3	Kt to Q 5
3 Kt to K B 3	Kt to B 3 (b)	25 B × Kt	B × B, ch
4 P to K 5	Kt to Q 4	26 K to R sq	R × P
5 P to K Kt 3	P to Q 3	27 Q × P (l)	B to B 3
6 P × P	Q × P	28 Q × P	B × Kt
7 B to Kt 2	B to B 4	29 R × B	Q R to R sq
8 Kt to R 3	Castles	30 P to R 3	Q to B 3 (m)
9 P to Q 3	P to K Kt 3	31 P to Q 4 (n)	R (R 5) to R 2
10 Kt to B 4 (c)	Q to B 2	32 Q × P	R to Kt 2
11 K Kt to K 5	Kt × Kt	33 Q to B 2	B × P
12 Kt × Kt	B to K 3 (d)	34 R to K Kt 3	Q to K 3
13 Castles	B to Kt 2	35 Q to Q sq (o)	R to Q 2
14 Kt to B 3	P to K R 3 (e)	36 B to Q 5	Q to K B 3
15 Q to K 2	B to B 3	37 Q R to Kt 3 (p)	B to B 4
16 P to B 3	Q to Kt 3	38 Q to B 3	Q to Q 5
17 P to Q R 4	K to Kt sq (f)	39 Q to Kt 4	R to K 2
18 P to R 5	Q to R 3 (g)	40 K to R 2 (q)	B to Q 3
19 R to R 3 !	Kt to B 2	41 Q to Kt 8, ch	Resigns.
20 P to B 4 (h)	P to R 4 (i)		
21 B to K 3 !	P to R 5 (k)		
22 P × P	B to Kt 5		

(a) Considered inferior to K or Q Kt to B 3, or the K's fianchetto. Steinitz treats the opening in original fashion, similar to the tactics he then employed against the French defence.

(b) A more natural procedure were P to K 3 and P to Q 4.

(c) White temporarily obtains the better game.

(d) His only means to defend the Pawn ; if P to K 3, then 13 P to K Kt 4.

(e) To prevent Kt to Kt 5. Both parties have emerged from the opening with honors divided, Black being even a shade better developed.

(f) Better were P to R 3.

(g) The Queen is not any too well posted here. However, any other move would have been answered by 19. P to R 6, and besides Herr Paulsen had his designs on White's Q P, which undoubtedly is *rückständig*.

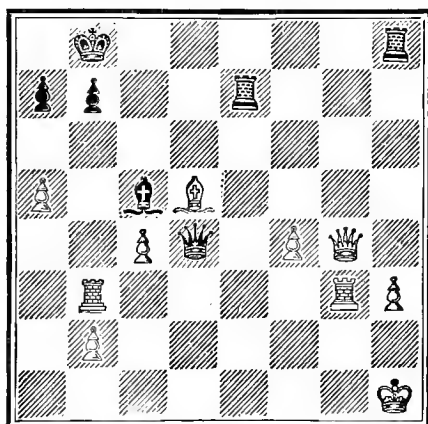
(h) This accentuates the weakness of the Q P, but in compensation it hems in the Kt ; the adverse Q is badly posted and there are prospects of a fine attack by R to Kt 3.

(i) Here, instead, he should have improved his position by B to B sq, followed by Kt to K 3.

(k) He cannot well defend the Pawn. If Q to Q 3, then Q to K B 2. For this reason he casts his lot with the ensuing assault on the King.

(l) Most players would be irritated by the dangerous attack by which he is confronted. Steinitz, however, relying on his theory that the King is a strong, not a weak, piece, that mostly always can take care of itself, coolly proceeds to gobble up Pawns, which always had been a characteristic and favorite defence of his in kindred positions.

BLACK—PAULSEN (82).
Position after Black's thirty-ninth move:



(m) Threatening R × P, ch.

(n) Which is now parried and K R to Q Kt 3, threatened besides.

(o) To guard against Q to K 8, ch.

(p) For nearly twenty moves this Rook had been a silent though by no means idle spectator. It now enters the fray, dealing the death-blow.

(q) Unnecessary. He could at once conclude the game by Q to Kt 8, ch, R × Q; 41. R × R, ch, K to B 2; 42. R × P, ch, K to Q 3; 43. R to Q 8, ch, etc.

(Vienna, 1882; Second Game of the Tie Match.)

THREE KNIGHTS

WHITE, S. WINAWER

1 P to K 4	P to K 4	3 Kt to B 3	P to K Kt 3
2 Kt to K B 3	Kt to Q B 3	4 P to Q 4	P × P

5 Kt × P	B to Kt 2	36 P to R 3 (k)	R to R 5
6 Kt × Kt (a)	Kt P × Kt	37 P to B 3	B to B 5
7 B to Q 3	Kt to K 2	38 B to B 2	R to R 3
8 Castles	P to Q 3	39 P to Kt 4 (l)	P to R 5
9 Q to K sq	Castles	40 P to R 4	R to Kt 3
10 P to B 3	P to K R 3	41 R to Q Kt sq	
11 B to K 3	K to R 2		R × R
12 Q to Q 2	P to K B 4	42 B × R	B to B 8
13 Q R to K sq	P × P (b)	43 K to B 3	P to Kt 4 (m)
14 P × P	R × R, ch	44 B to R 2	P to B 3
15 R × R	B to K 3	45 B to B 7	B to Q 6 !
16 Kt to K 2	P to B 4	46 K to B 2 (n)	K to B 5 (o)
17 Kt to B 4	B to Kt sq	47 P to R 5	B × P (p)
18 P to Q Kt 3	Q to Q 2	48 B to B 4	P to Q 4
19 R to B 3	R to K B sq	49 B to R 6	P to B 4
20 R to R 3	B to B 2	50 B to B 8	P to B 5
21 Kt to Q 5 (c)		51 B to R 6	K to K 4
	P to K R 4 (d)	52 B to Q 7	P to Q 5
22 Kt × Kt	Q × Kt	53 P × P	K × P
23 R to B 3	K to Kt sq	54 K to K 2	B to Q 6, ch
24 B to K Kt 5	Q to K 4 (e)	55 K to K sq	P to B 6
25 B to R 6	R to K sq (f)	56 B to B 8	K to K 6
26 B × B	K × B	57 K to Q sq	K to B 7
27 Q to B 4 (g)	Q × Q	58 B to B 5	B to B 8
28 R × Q	P to B 5 (h)	59 K to B 2	B × P
29 P × P	R to K 4	60 K × P	B to B 8
30 R to B sq	R to Q B 4 (i)	61 K to Q 4	B to Kt 7
31 K to B 2	B × P	62 K to K 5	P to R 6
32 K to K 3	B to K 3	63 K to B 6	P to R 7
33 R to Q Kt sq		64 K × P	P Queens
	K to B 3	65 K to Kt 6	K to B 6
34 P to Q R 3	R to R 4	66 P to Kt 5	K to B 4
35 R to Q R sq	K to K 4		Resigns.

(a) Winawer hardly ever misses an opportunity to double a Pawn; hence this exchange in preference to P to Q 4. The *Modern Chess Instructor* also advocates it as the strongest course, but continues 6. P to K 5 !

(b) This isolates the K P, but he subjects himself thereby to a vehement attack.

(c) The sacrifice of the Kt which he threatened is no longer feasible after Black's last move: 21. Kt × P, Kt × Kt; 22. B × R P, R to K R sq.

(d) His only move. Kt to Kt sq would prove fatal because of 22. B × R P.

(e) If Q to Q 2, then 25. B to B 6.

(f) To arrive at a true appreciation of the situation one must bear in mind that Steinitz had to win this game at all hazards, as a draw would have left Winawer sole winner of the first prize. To accomplish this task seems next

to impossible. But few chess players would take White for choice, as Black is on the defensive and dare not play to win the Pawn :

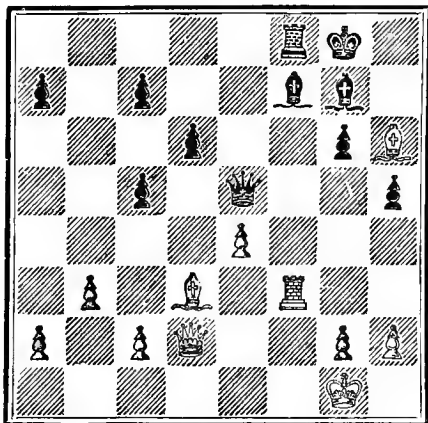
25 . . .	Q to R 8, ch	28 Q to B 3, ch	K to Kt sq
26 R to B sq	Q × R P	29 R to R sq, Wins the Queen.	
27 B × B	K × B		

In this predicament Steinitz formed one of the most profound and ingenious combinations on record, of which the above is the initial move.

(g) With the position perfectly even, to say the least, with to all outward appearances nothing at all threatening, why should not White exchange Queens, when a draw means first prize? But that was just what Steinitz had expected, desired, and figured upon.

WHITE—WINAWER (82). TIE GAME.

Position after White's twenty-fifth move:



(h) A thunderbolt from out the blue! White cannot help his Pawns being broken up; the goal within reach vanishes away, and he has to struggle anew, with defeat staring him in the face.

(i) Black never relaxes. R to R 4 were decidedly inferior.

31 R to Kt sq	K to B 3	34 R to B 7	R × P
32 R to Kt 7	P to B 4	35 P to K 5	P × P
33 R to Q 7	K to K 3	36 B to K 4 with a powerful attack.	

(k) P to B 3 deserves preference.

(l) White is limited in the choice of his moves, which threaten to become exhausted. The above is not good, for the reason that all his Pawns are on squares bearing the color of the hostile Bishop.

(m) The fruit is not ripe yet. B × P? 44. B to Q 3.

(n) No use trying to defend the Pawn, 46. B to Kt 6, P to Q 4.

(o) Black is in no hurry to capture the Pawn, as it cannot be saved.

(p) At last he reaps the reward for his grand combination, initiated a score of moves before. The game is now won without further difficulty.

(Philadelphia, 1882.)

EVANS GAMBIT

WHITE, D. MARTINEZ

1 P to K 4	P to K 4		
2 Kt to K B 3	Kt to Q B 3	13 R to K sq (g)	P to K 5
3 B to B 4	B to B 4		P × Kt
4 P to Q Kt 4	B × P	14 Q to Kt 3	Q × P (h)
5 P to B 3	B to B 4	15 Kt × P	Q × P, ch
6 Castles	P to Q 3 (a)	16 K to R sq	Castles, Q R
7 P to Q 4	P × P (b)	17 R × B	P × R
8 P × P	B to Kt 3	18 R to K B sq	Kt to K 5 (i)
9 B to Kt 2 (c)		19 R × Q	Kt × R, ch
	Kt to B 3 (d)	20 K to Kt sq	R to Q 8, ch
10 P to K 5 (e)	P × P	21 Q × R (k)	Kt × Q
11 B to R 3	B to K 3		Resigns.
12 Q Kt to Q 2 (f)			

(a) Kt to B 3, then recognized as Black's best course, was always regarded with disfavor by Steinitz. The accuracy of his judgment was splendidly vindicated by the diligent and complete analyses in later years by Tchigorin, Alapin, and other masters.

(b) Lasker subsequently introduced here B to Kt 3! Steinitz, however, never declined a gambit.

(c) Formerly it was deemed irrelevant whether this, or P to Q 5, or Kt to B 3 was played on the 9th move, under the assumption that it would only amount to a transposition of moves. To-day 9. Kt to B 3 is regarded as the strongest continuation of the attack, and the text move inferior to either of the two.

(d) For a long period this development was condemned in the Evans, but Steinitz, in theory and practice, always upheld its validity against the present variation of the Evans. In reply to 10. P to Q 5, he invariably played . . . Kt to K 2, also in opposition to the orthodox belief that the Q Kt must be played to R 4. Modern analysis again established the soundness of his judgment.

(e) Not in harmony with his preceding move, which was only time wasted, if the advance of the K P was his intention. He should have continued with 10. Kt to B 3 or Q to B 2.

(f) White has not the slightest compensation for the two sacrificed Pawns.

(g) White had to play recklessly. A conservative course under the circumstances would have been equivalent to resignation.

(h) Steinitz does not at all view the opponent's attack with alarm, but illustrates one of his maxims, that "a Pawn is worth a little inconvenience, especially as the opponent also has a King."

(i) A neat little surprise, which leaves White in a sad predicament. He is confronted by a smothered mate, while 19. B × P, ch, and 20. B × Kt leave open the mate by Q × R, etc.

(k) 21. B to B sq, Kt to R 6, double ch.

(New Orleans, 1882.)

BLACK, MR. LABATT

(Remove White's Q Kt)

1 P to K B 4	P to K 3	15 Q × P (a)	B to K 2
2 P to K 3	P to Q 4	16 P to K R 4	Kt to Q B 3
3 Kt to K B 3	P to Q B 4	17 B to K R 3	Q Kt to K 4
4 P to Q Kt 3	Kt to Q B 3	18 P to B 4	P × P i. p. (b)
5 Q to K 2	Kt to B 3	19 B × P	R to Q sq
6 B to Kt 2	P to Q Kt 3	20 P to R 5	Castles
7 Castles	B to Kt 2	21 P to R 6	P to Kt 3
8 P to K R 3	Q to B 2	22 Q to B 4 !	P to B 3 (c)
9 P to K Kt 4	R to B sq	23 K R to B sq	P × P (d)
10 K to Kt sq	Kt to Q R 4	24 Q to B 4, ch !	
11 P to Q 3	P to Q 5		K to R sq (e)
12 P to B 5	B × Kt	25 K B × Kt	R × B
13 Q × B	K P × P	26 Q to K 6	Resigns.
14 P to Kt 5	Kt to Q 2		

(a) White has a fine attacking position.

(b) It would have been more prudent to keep the diagonal closed.

(c) This opens the door to disaster.

(d) R to B 2 should have been played, but Black could not be expected to foresee White's brilliant rejoinder.

(e) 24 . . .	Kt × Q	28 R × Kt	Q to K 4
25 B to K 6, ch	R to B 2	29 R × B, ch	K to B sq
26 R × R	Kt (B 5) to K 4	30 R to B 7, ch	K to K sq
27 Q R to K B sq		31 B × Q	Kt × B
	Kt × R	32 R × K R P, and wins.	

(New York, 1883.)

STEINITZ GAMBIT

BLACK, CAPT. MACKENZIE

1 P to K 4	P to K 4	9 B to Kt 5, ch	B to Q 2
2 Kt to Q B 3	Kt to Q B 3	10 P to Q 6 ! (d)	
3 P to B 4	P × P		Q × P
4 P to Q 4	Q to R 5, ch	11 B × P	Q to Kt 3
5 K to K 2	P to Q 4	12 B × B, ch	K × B
6 P × P	Q to K 2, ch	13 K Kt to K 2	B to Q 3
	(a)	14 Q to Q 2	Q to B 3, ch
7 K to B 3 (b)	Kt to B 3 (c)		(e)
8 P to K R 3	Kt to Q Kt 5	15 K to B 2	Q Kt to Q 4

16 B × B	Q × B	33 P to B 5 !(1) Kt to K 5
17 K R to K sq	Q R to K sq	34 Kt × Kt P × Kt
18 Kt to Kt 3	Kt × Kt	35 Q to B sq Q to B 3
19 Q × Kt	Q to B 5, ch	36 Q to Kt 5, ch
20 K to Kt sq	Kt to Q 4	
21 Q to Q 3	Kt to K 6	
22 Kt to B sq (f)		
	Kt to B 4 (g)	
23 Q to Kt 5, ch		
	K to Q sq	
24 Q × P	Q × P, ch	
25 K to R sq (h)		
	Kt to Q 3 (i)	
26 Q to B 3	Q to Q R 5	43 R to K B sq Q to Q 4
27 P to Q Kt 3	Q to R 4	44 Q to R 5, ch K to Kt sq
28 K R to Q sq	K to B sq	45 R to K sq (n)
29 P to B 4	K to Kt sq	
30 R to Q 5	Q to R 6	
31 Kt to Kt 3	Q to Kt 7 (k)	
32 Q R to Q sq	P to K B 4	
		46 Q to Kt 4, ch
		47 R × P Resigns (o).

(a) A critic in the B. C. M. at the time aptly remarked: "Hoisted with his own petard!" For Steinitz was the very one to call attention in *The Field* to the fact that in the Polorio gambit (1. P to K 4, P to K 4; 2. P to K B 4, P × P; 3. P to Q 4, Q checks; 4. K to K 2), Black, after P to Q 4; 5. P × P, can draw by perpetual check, a proceeding which, however, he thought inapplicable to his own gambit.

(b) On account of this move. It is, however, as dangerous as it looks, and Steinitz only played it on but two occasions, and never again. In the London tournament of 1883 he evaded the draw by 7. K to B 2, Q to R 5, ch; 8. P to Kt 3, P × P; 9. K to Kt 2, and although he fared badly with it, losing two games, subsequent analysis proved that, against the draw variations, the child of his muse is at least not worse than any other gambit.

(c) In the sixth and last game of the series the Captain played Q to R 5; 8. K to K 2, and the game was given up as drawn after a few checks. The present position, however, calls for an effort to win, only Black should continue with Kt to R 3!

(d) The P is untenable, so at least he gains valuable time.

(e) After B × B; 15. Q × B he cannot continue Kt × P, because of 16. Q to B 5, ch.

(f) Which brings the hostile attack to an abrupt halt. White has made his calculations to perfection. Play as he may, Black cannot escape the ensuing unfavorable barter of Pawns.

(g) Kt × Kt, whether followed by Q to K 6 or not, would even lose a Pawn.

(h) White has attained his aim, majority of P's on the Q side. His K is safely quartered, while Black's is not.

(i) Kt × P, whether preceded by R × R or not, would of course be suicidal.

(k) Instead of resuming aggressive measures Black should have remained on the defensive with R to K 3.

(l) White's attack becomes now overwhelming.

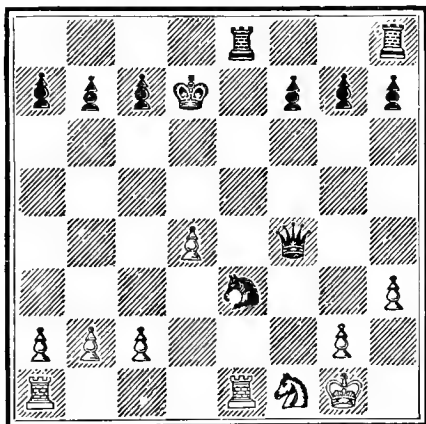
(m) K to R sq would be answered by 42. Q to B 6, ch, and 43. R × P.

(n) Threatening the win of the K P by Q to Kt 4, ch. Obviously the R cannot defend the Pawn.

(o) If 47. . . . R × P; 48. R to K 8, ch, R to B sq; 49. R × R, ch, K × R; 50. Q to B 8, ch, K to B 2; 51. Q × P, ch, and 52. Q × Q.

BLACK—MACKENZIE I. (83).

Position after White's twenty-second move:



(New York, 1883.)

THREE KNIGHTS' GAME

WHITE, CAPT. MACKENZIE

- | | | | |
|--------------------|--------------|-----------------|-----------------|
| 1 P to K 4 | P to K 4 | 15 P to K Kt 4 | P to K R 4! (e) |
| 2 Kt to K B 3 | Kt to Q B 3 | 16 P to Kt 5 | Kt to K sq (f) |
| 3 Kt to B 3 | P to K Kt 3 | 17 K to R 2 | Kt to B 4 |
| 4 P to Q 4 | P × P | 18 B to B 2 | Kt to B 2 |
| 5 Kt × P | B to Kt 2 | 19 Q to Q 2 | Kt to K 3 |
| 6 B to K 3 | Kt to B 3 | 20 K R to K sq | Q to B 2 |
| 7 B to K 2 | Castles | 21 P to K R 4 | B to Q 2 |
| 8 Castles | P to Q 3 (a) | 22 B to Kt 2 | Q R to K sq |
| 9 P to B 4 (b) | Kt to K 2 | | (g) |
| 10 B to B 3 | P to B 3 | 23 B to R 3 | P to Kt 3 (h) |
| 11 P to K R 3 | P to Q 4 | 24 B × Kt | R × B |
| 12 P to K 5 (c) | K to K sq | 25 B to K 3 (i) | P to Q 5! |
| 13 K Kt to K 2 (d) | P to B 3! | 26 Kt × P (k) | Kt × Kt |
| | Kt × P | 27 B × Kt | R × R |
| 14 P × P | | | Resigns. |

(a) Steinitz varied his defence, now employing this move, then 8. . . . Kt to K 2, and at times, when he forgot, the inferior 8. . . . R to K sq. We think the text move to be the best.

(b) Decidedly "old school" and not good. The Captain made a hurricane fight of it, expecting a speedy victory, but got sorely disappointed.

(c) Black has the centre and his coveted majority of Pawns on the Q side. His pieces are but temporarily driven back.

(d) He must guard against P to B 4 and P to Q 5.

(e) This unforeseen rejoinder entirely changes the aspect. White must block the K side himself, and Black can undisturbed operate in the centre and on the Q side.

(f) For the second time this Kt is driven back, only to return to the fray with greater effect.

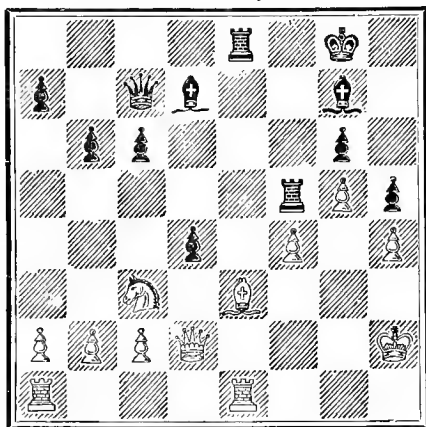
(g) Black is now even better developed than White.

(h) Throwing the burden of the initiative on the opponent, while at the same time preparing for the eventual advance of the wing Pawns.

(i) Leading to immediate disaster. B to Kt 3 should have been played. The position, however, is one of those which Steinitz understood to perfection how to nurse to victory.

WHITE—MACKENZIE II., New York (83).

Position after the twenty-fifth move:



(k) Bad, but Black's attack would have also prevailed against his only alternative :

26 Q R to Q sq	P × Kt	28 R × Q	P × P
27 Q × B	Q × Q		

(New York, 1883).

FRENCH DEFENCE

BLACK, CAPT. MACKENZIE

1 P to K 4	P to K 3	34 P to B 4 (h)	R to K 2
2 P to Q 4	P to Q 4	35 K to Kt 2	B to K sq
3 Kt to Q B 3	Kt to K B 3	36 B to B 3	B to Q 2
4 B to Kt 5	B to K 2	37 P to R 4	R(K2) to K sq
5 B × Kt (a)	B × B	38 P to R 5 (i)	P × P
6 Kt to B 3 (b)		39 Kt to K 5	Kt × Kt
	P to Q Kt 3	40 R × Kt	R to B 4
7 B to Kt 5 ch (c)		41 R × R	P × R
	P to B 3	42 K to B 2 (k)	B to B 3
8 B to Q 3	Castles	43 B × R P	R to K 2
9 P to K 5	B to K 2	44 B to B 3	K to Kt 3
10 Kt to K 2 (d)		45 R to K R sq	P to R 3
	P to Q B 4	46 B to Q sq	B to Q 2
11 P to B 3	Kt to B 3	47 B to R 5 ch	K to Kt 2
12 Castles	P to B 4	48 B to B 3	B to B 3
13 P × P i. p.	B × P	49 B to Q sq	B to K sq (l)
14 R to B sq	P to B 5	50 B to B 2	B to Kt 3
15 B to Kt sq	P to Q Kt 4	51 R to R 4(m)	P to R 4
16 R to K sq	Q to Q 3	52 B to Q sq	K to R 3
17 Kt to Kt 3	P to Q R 4	53 B to B 3	B to B 2
18 Kt to B sq	R to R 2	54 P to K Kt 4	P × P
19 Kt to K 3	P to Kt 3	55 B × P	B to Kt 3
20 Kt to Kt 4	Q to B 5 (e)	56 B to B 3	B to B 2 (n)
21 Kt × B ch	R × Kt	57 R to K R sq	R to K sq
22 Q to Q 2	Q × Q	58 R to K Kt sq	
23 Kt × Q	B to Q 2		R to K 3 (o)
24 B to B 2	P to R 5 (f)	59 B × Q P	R to K B 3
25 P to Q R 3	R to R sq	60 B × B	R × P ch
26 Kt to B sq	Q R to K B sq	61 K to K 3	R × B
27 P to B 3	K to Kt 2	62 P to Q 5	R to K Kt 2
28 Kt to K 3	B to B sq	63 R to K R sq	R to Kt 4
29 Kt to Kt 4	R to B 5	64 K to Q 4	K to Kt 3
30 Kt to B 2	R (B5) to B 3	65 K to B 5	K to B 2
31 B to Q sq	R to K sq	66 K to B 6	K to K sq
32 Kt to Kt 4 (g)		67 P to Q 6	K to Q sq
	R (B3) to B sq	68 R to K B sq (p)	
33 P to K Kt 3	B to Q 2		Resigns.

(a) Introduced by Steinitz on the present occasion. The preceding move was first played by Berthold Englisch against Anderssen at the Paris tourney, however, with the continuation 5. P to K 5, Kt to Q 2 ; 6. B × B.

(b) Keeping P to K 5 in reserve.

(c) This retards the projected advance of the adverse P to B 4. To interpose the B would be unfavorable: 7. . . . B to Q 2; 8. B $\times$ B, ch, Q $\times$ B; 9. P $\times$ P, P $\times$ P; 10. Q to K 2, K to Q sq; 11. Castles Q R, etc.

(d) Now that this Kt is played away and the Q P additionally protected, P to Q B 4 is robbed of much of its force.

(e) The game is played with consummate mastery on both sides. White succeeded in keeping back the K P, but his plan to station one of his Kts at K 5 is frustrated.

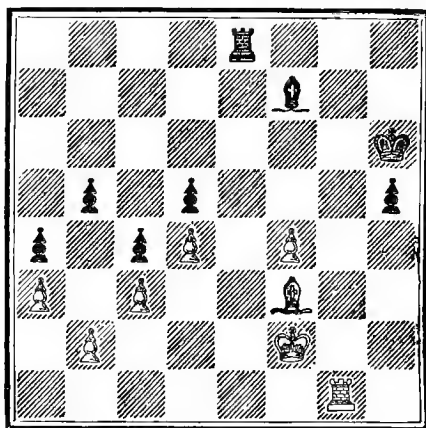
(f) Black deliberately closes up the Queen's side, as he intends to employ the Q R on his open K B file. We would have reserved the option of resuming operations on the Q wing, or at least thrown the onus of blocking on White.

(g) Again preventing the advance of the K P.

(h) The K P is now held back for good.

BLACK—MACKENZIE III., NEW YORK (83).

Position after White's fifty-eighth move:



(i) White struggles on heroically to turn his slight advantage to account. The temporary Pawn sacrifice was probably the only continuation which held out any hope of victory.

(k) There is time for this important move, as two Pawns are attacked, both of which cannot be defended.

(l) Not good, as the sequel shows. K to Kt 3 was the proper play.

(m) By threatening P to Kt 4, he compels Black to place his last Pawn on a white square.

(n) R to Q 2 were equally unavailing.

(o) If R to K 7, then 59. R to Kt 5, R to Q 7; 60. R to K 5, R to Q sq. or 3; 61. R to K 7, etc. The combination instituted leaves each a passed Pawn, but White's is further advanced.

(p) A fitting termination for a capital end game. 68. . . . R to Kt sq; 69. R to B 5.

(New York, 1883).

KIESERITZKY GAMBIT

BLACK, G. SIMONSON

1 P to K 4	P to K 4	18 R (Kt 4) × Kt
2 P to K B 4	P × P	P to Q B 3
3 Kt to K B 3	P to K Kt 4	19 R to B 6
4 P to K R 4	P to Kt 5	Kt to Kt 5
5 Kt to K 5	P to K R 4	20 B × P ch
6 B to B 4	Kt to K R 3	K to Q 2
7 P to Q 4	P to Q 3	21 B to K 6 ch
8 Kt to Q 3	P to B 6	K to B 2
9 P × P	B to K 2	22 R to B 7 ch
10 B to K 3	B × P ch	R × R
11 K to Q 2	P × P	23 R × R ch
12 Q × P	B to Kt 5	K to Kt 3
13 Q to B 4 (a)	Kt to B 3	24 B × Kt
14 Kt to B 3	Kt to K 2 (b)	P × B
15 Q R to K B sq !		25 P to Q 5 ch
	R to R 2	P to B 4
16 R × B	Kt to Kt 3	26 P to K 5 !
17 R × B !!	Kt × Q	K to R 3 (c)
		27 B × P
		P × B
		28 Kt × P ch
		K to Kt 3
		29 R × P ch
		K × Kt
		30 K to Q 3 (d)
		Q to R 4 (e)
		31 P to Kt 4 ch
		Q × P (f)
		32 Kt to K 4 ch and wins.

This brilliant game was one of 28 played simultaneously against the full strength of the Manhattan Chess Club. Steinitz won 21 and drew 4.

(a) There is not a single opening wherein Steinitz did not invent or improve. Against this even then antiquated variation he introduced the above move in lieu of Q to B sq.

(b) A friendly offer: 15. R × B, Kt to Kt 3. But he gets caught in his own snare. No better were Kt × Q P; 16. B × Kt, B to Kt 4; 17. B × R, B × Q, ch; 18. Kt × B, Q to Kt 4; 19. Kt to Q 5 !

(c) The King here apparently stands secure, but White, who had driven a good bargain—three pieces for the Q—now invests his wealth in judicious sacrifices.

(d) After a brilliant firework, a *coup de repos*! The game is a gem of purest water.

(e) The only way to parry the double threat P to Kt 4, mate, and R to Kt 5, mate.

(f) Of course, compulsory. The outlook, however, is by no means desperate: R and two P's, one of them strongly passed, against Kt and four Pawns. But the unkindest cut of all is yet to come,

(London, 1883).

QUEEN'S PAWN OPENING

WHITE, J. MASON

1 P to Q 4	P to Q 4	18 B to Q 5	P to B 4 !
2 B to B 4	P to Q B 4 (a)	19 Q Kt to Q 2 (h)	
3 P × P (b)	Kt to Q B 3		P to B 5
4 Kt to K B 3	P to B 3 (c)	20 Q to R 4	Kt × Kt, ch
5 P to K 3	P to K 4	21 Kt × Kt (i)	P × P
6 B to Kt 3	B × P	22 P × P	Q to Q 3 (k)
7 P to B 3	K Kt to K 2	23 Kt to R 2 (l)	
8 Q Kt to Q 2	B to Kt 3		P to Q 6 dis.ch
9 B to K 2	Castles (d)	24 K to R sq	B to K 7
10 Castles	Kt to B 4	25 R × R, ch	R × R
11 P to K 4	Kt × B	26 B to Kt 3 (m)	
12 R P × Kt	P to Q 5 (e)		Q × P
13 P × P	P × P	27 Q to Q 7 (n)	P to Q 7 !
14 B to B 4, ch	K to R sq	28 Q × Q P	B to B 2 ! (o)
15 Kt to Kt 3	B to K Kt 5	29 P to K 5	Q × P
16 B to Q 5 (f)	Kt to K 4 ! (g)	30 Kt to B 3	R × Kt (p)
17 B × P	R to Q Kt sq		Resigns.

(a) One of Mr. Steinitz's happiest innovations, which completely breaks the force of White's attack. The first player, of course, could obviate the variation by first bringing out the K Kt before the B move.

(b) Inferior to capturing the Kt, which, however, also leaves Black in the advantage :

3 B × Kt	R × B	7 P × P	Kt to B 3
4 P × P	Q to R 4, ch	8 B to Kt 5	K to K 2
5 Kt to B 3	P to K 3	9 Kt to B 3	B to Kt 5
6 P to K 4	B × P		

Steinitz himself gave the following variation : 7. B to Kt 5, K to B sq : 8. P × P. Q to Kt 3.

(c) This secures for Black the formation of the centre, with an excellent game.

(d) If Kt to B 4 at once, White had a good reply in Kt to R 4.

(e) This P becomes isolated, but can be well supported.

(f) He should have adopted defensive measures by B to K 2.

(g) The sacrifice of the P is perfectly sound.

(h) If Q Kt × P, Black wins by P × P ; 20. B × P, K B × Kt, and White dare not retake, since Kt × Kt, ch, would win the Q.

(i) If P × Kt, then B to R 6, followed by Q to Kt 4.

(k) Stronger than P to Q 6, ch, for in that case White might move the K to R 2, followed accordingly by Q to B 6 or Kt to Kt 5.

(l) If now K to R 2, then Q to R 7, ch ; 24. Kt to R 4, B to B 2, menacing Q × Kt.

(m) In order to stop the last advance of the Q P.

(n) If 27. Q to Kt 4, then R to B 7 ; 28. R to K Kt sq, B to B 8 ; 29.

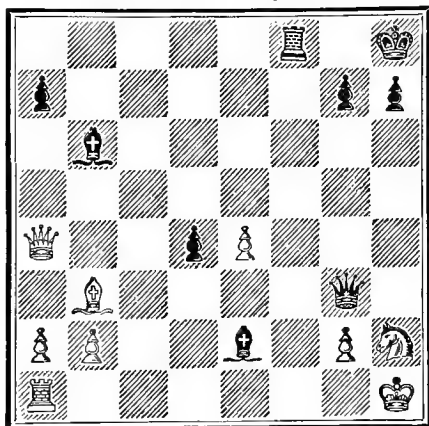
Kt × B, R × Kt, and wins. With the move above White intends to stop the Q P or eventually play Q to K R 3.

(o) Steinitz denies even the slightest chance to his opponent. After 28. . . . R to B 7, and 29. . . . B to B 8, Black could prolong the struggle by Q × R.

(p) One of the best games by the past-master. It not only secured second prize in the tournament, but for once and all times silenced the absurd claim that Mason was his rival for championship honors.

WHITE—MASON (82).

Position after Black's twenty-sixth move:



(London, 1883.)

RUY LOPEZ

WHITE, S. WINAWER

- | | | |
|----------------|-----------------|-----------------------|
| 1 P to K 4 | P to K 4 | 15 Q R to Q Kt sq (c) |
| 2 Kt to K B 3 | Kt to Q B 3 | Kt to Kt sq (d) |
| 3 B to Kt 5 | P to K Kt 3 (a) | 16 Kt to Q 5 |
| 4 B × Kt (b) | Q P × B | B × Kt (e) |
| 5 P to Q 3 | B to Kt 2 | 17 P × B |
| 6 B to K 3 | Q to K 2 | Kt to Q 2 |
| 7 Kt to B 3 | B to K 3 | 18 P to Q B 4 |
| 8 Castles | P to K R 3 | P to K B 3 |
| 9 Kt to Q 2 | P to K Kt 4 | 19 P to Q 4 (f) |
| 10 P to Q R 3 | Kt to B 3 | B P × P |
| 11 P to B 3 | Kt to Q 2 | 20 B × Q P |
| 12 Q to K sq | P to K R 4 | Q to B 2 |
| 13 Q to B 2 | P to Q Kt 3 | 21 B to K 3 |
| 14 K R to K sq | P to Q B 4 | P to R 5 (g) |
| | | 22 Kt to K 4 |
| | | Castles K R |
| | | 23 P to K Kt 4 (h) |
| | | P × P i. p. |
| | | 24 P × P |
| | | Q to Kt 3 |
| | | 25 Q to Kt 2 (i) |
| | | P to K B 4! |
| | | 26 Kt × Kt P (k) |
| | | P to B 5 |

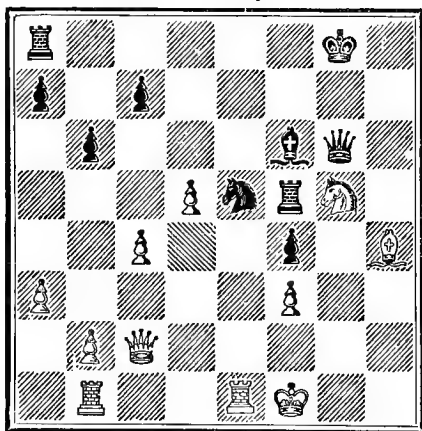
27 P × P P × P
 28 B to B 2 Kt to K 4 (l)
 29 B to R 4 R to B 4
 30 K to B sq B to B 3
 31 Q to Q B 2 (m)
 R to K sq (n)
 32 Kt to K 6 Kt × K B P
 33 B × B Q to Kt 8, ch
 34 K to K 2 Q to K 6, ch

35 K to B sq Kt to Q 7, ch
 36 Q × Kt (o) Q × Q
 37 B to B 3 Q to Q 6, ch
 38 K to B 2 Q to Kt 6, ch
 39 K to K 2 R to R 4
 40 K to Q sq (p) R to R 7
 41 K to B sq Q to B 7
 Resigns.

(a) An old defence by Barnes of New York, temporarily revived by Steinitz.

(b) P to B 3 is White's best rejoinder. Winawer of course plays for his "trade mark."

WHITE—WINAWER (183).
Position. White's thirty-first move.



(c) Preparing an attack by P to Q Kt 4, should Black attempt to Castle on the Q side.

(d) With the object of bringing this Kt to Q 5 by way of B 3.

(e) Forced. If 16. . . . Q to Q sq; 17. B × Kt P, Q × B; 18. Kt × P, ch, K to Q 2; 19. Kt × R, Kt to B 3; 20. Kt × P, ch, with three Pawns and R for two pieces and a strong attack, which can be immediately instituted by P to Q Kt 4.

(f) Much superior would have been 19. P to Q Kt 4, B to B sq; 20. P × P, Kt × P; 21. Q to B sq, followed by P to Q 4.

(g) Necessary for the purpose of Castling on the K side, since otherwise his game on that wing would be broken up by P to K R 4.

(h) This, in conjunction with his feeble continuation, affords Steinitz the opportunity for a fine combination.

(i) Q to Q B 2 was his proper defence.

(k) Kt to Q 2 or B 2 would have given him some fair defensive prospects.

(l) Threatening $Q \times Kt$, followed by $Kt \times P$, ch.

(m) Ingenious, but of no avail against best play.

(n) If $B \times Kt$, then, of course, 32. $R \times Kt$. If, however, 31. . . . $R \times Kt$, then 32. $Q \times Q$, ch, $Kt \times Q$; 33. $B \times R$, $B \times B$; and, though Black would remain with two minor pieces against Rook, his game would not be satisfactory in view of White's Pawn plus and compact majority of Pawns on the Q side.

(o) Forced. If K moves, then mate in three moves, beginning with Q to Kt 6, ch.

(p) If 40. R to K Kt sq, R to R 7, ch; 41. K to B sq, R to Kt 7, ch; 42. K moves, $Q \times R$, mate.

(New York, 1886.)

QUEEN'S GAMBIT DECLINED

WHITE, J. H. ZUKERTORT

1 P to Q 4	P to Q 4	24 K to K sq	Kt to Kt 5
2 P to Q B 4	P to Q B 3 (a)	25 $B \times Kt$ (k)	$B \times B$
3 P to K 3 (b)	B to B 4	26 Kt to K 2	Q to K 2
4 Kt to Q B 3	P to K 3	27 Kt to K B 4	R to R 3 (l)
5 Kt to B 3	Kt to Q 2	28 B to B 3	P to K Kt 4
6 P to Q R 3 (c)		29 Kt to K 2	R to B 3
	B to Q 3	30 Q to Kt 2	R to B 6
7 P to B 5	B to B 2	31 Kt to B sq	R to Kt sq (m)
8 P to Q Kt 4	P to K 4 !	32 K to Q 2	P to B 4
9 B to K 2	K Kt to B 3	33 P to R 5 (n)	P to K B 5
10 B to Kt 2	P to K 5	34 R to R sq	Q to B 2
11 Kt to Q 2	P to K R 4 (d)	35 R to K sq	$P \times P$, ch
12 P to R 3	Kt to B sq	36 $Kt \times P$	R to B 7 (o)
13 P to Q R 4	Kt to Kt 3	37 $Q \times R$	$Q \times Q$
14 P to Kt 5 (e)	Kt to R 5	38 $Kt \times B$ (p)	B to B 5, ch
15 P to Kt 3 (f)	Kt to Kt 7, ch	39 K to B 2	$P \times Kt$
16 K to B sq	$Kt \times P$ ch (g)	40 B to Q 2 (q)	P to K 6
17 $P \times Kt$	$B \times P$	41 B to B sq	Q to Kt 7
18 K to Kt 2	B to B 2	42 K to B 3	K to Q 2
19 Q to K Kt sq (h)		43 R to R 7, ch	K to K 3
	R to R 3	44 R to R 6, ch	K to B 4
20 K to B sq	R to Kt 3	45 $B \times P$ (r)	$B \times B$
21 Q to B 2	Q to Q 2	46 R to B sq, ch	B to B 5
22 $P \times P$	$P \times P$		Resigns.
23 R to K Kt sq (i)			
	$B \times P$, ch		

(a) This defence, in conjunction with his next move, was contrived by Steinitz for the match, but discarded after the series played in this city.

(b) In the fifth game Zukertort found the right answer : 3. Kt to Q B 3, Kt to K B 3 ; 4. P to K 3, B to B 4 ; 5. P $\times$ P, P $\times$ P ; 6. Q to Kt 3, forcing the B back to Q B sq, as 6. . . . Q to Q 2 would eventually lose a Pawn.

(c) To form an array of Pawns at Q Kt 4 and B 5. This constituted Zukertort's favorite strategy, with which he achieved his most brilliant successes.

(d) Threatening Kt to Kt 5.

(e) Kt to Kt 3 was far superior, as will be seen anon.

(f) He probably did not consider the Kt sacrifice feasible, or else he would have forestalled it with B to B sq. Even then Black had a fine attack by P to Kt 4.

(g) A deep and brilliant conception.

(h) If Kt to B sq (his best move), then R to R 3, and will, in all events, win at least a third Pawn ; for instance : 20. R to K Kt sq, R ch, followed by R $\times$ R and B $\times$ P. Black in turn cannot capture the R P, because of 23. . . . Kt to Kt 5 ; 24. B $\times$ Kt, Q to Kt 4.

(i) Compulsory. If P to R 4, B to R 6, ch, wins the exchange or Q by B to Kt 6.

(k) If Q to R 4, White can safely capture the K P, for if White, after exchanging Rooks, plays Q to Kt 5, Kt checks at Kt 7 and returns to B 5.

(l) A good illustration of Steinitz's wonderful accuracy. Most players would have preferred R to B 3, but then White would obtain a fair game by R $\times$ B and Q to R 4.

(m) Far stronger than B to R 6, which would recover the piece at the cost of Kt and K R Pawns.

(n) If Kt to R 2, then R to R 6 ; 34. Kt $\times$ B, R P $\times$ Kt ; 35. R to R sq, Q to R 2.

(o) This wins the Q by force, as Q to B 4 is threatened.

(p) If K R to B sq, Q to R 5, and if then R to R sq, B to R 6.

(q) Quite ingenious. If B $\times$ B, 41. Q R to K B sq, Q $\times$ Kt (?) ; 42. R to R 8, draws.

(r) Together with his next move, a last attempt.

(St. Louis, 1886.)

RUY LOPEZ

BLACK, J. H. ZUKERTORT

1 P to K 4	P to K 4	12 Q to B 3	B to Kt 4 (c)
2 Kt to K B 3	Kt to Q B 3	13 R $\times$ R, ch	Kt $\times$ R
3 B to Kt 5	Kt to B 3	14 B to Kt 2 (d)	
4 Castles	Kt $\times$ P		P to Q B 3
5 R to K sq	Kt to Q 3	15 Kt to K 4	B to K 2
6 Kt $\times$ P	Kt $\times$ Kt	16 Q to K 3	P to Q 4
7 R $\times$ Kt, ch	B to K 2	17 Q to Q 4	P to B 3
8 Kt to Q B 3	Castles	18 Kt to Kt 3	B to K 3
9 B to Q 3 (a)	B to B 3 (b)	19 R to K sq	Kt to Kt 2
10 R to K 3	P to K Kt 3	20 P to K R 4	Q to Q 2
11 P to Q Kt 3	R to K sq	21 P to R 5	B to B 2

22 P × P	B × P (e)	40 K to R 3	B to K 4 (k)
23 Q to K 3 (f)	K to B 2	41 Kt to B 4 !	P to Q 5 (l)
24 Q to B 4	R to K sq	42 Kt to K 6, ch	
25 R to K 3 !	Kt to K 3		K to B 3
26 Q to K Kt 4	Kt to B sq	43 P × P	P × P
27 Kt to B 5	B to B 4 (g)	44 Kt to B 5	K to Kt 4
28 Kt to R 6, ch		45 Kt × P	K to B 5
	K to Kt 2	46 Kt to R 5	B to B 3
29 B × B (h)	Q × Q	47 Kt to B 6	K to K 6
30 Kt × Q	R × R	48 Kt × R P	K to Q 7
31 B P × R	K × B	49 Kt to B 6	K × B P
32 Kt × P	B to Kt 5	50 P to R 4	K × Q P
33 P to Q 3	Kt to K 3	51 Kt to Kt 4, ch !	
34 K to B 2	P to K R 4		K to K 7 (m)
35 P to K Kt 4	P to R 5 (i)	52 P to R 5	B to K 2
36 Kt to R 5	B to Q 3	53 Kt to Q 5	K to B 6
37 K to Kt 2	P to Q B 4	54 Kt × B	P to Q 6
38 B to B 6	Kt to Kt 4	55 Kt to Q 5	Resigns.
39 B × Kt	K × B		

(a) The present generation has been made familiar with this attack through Janowski, who has made a specialty of it. At Vienna, 1898, Lipke adopted it against Janowski and Tarrasch against Pillsbury ! Thus we see that the matadores of the present do not disdain to borrow a weapon from Steinitz which he himself had thrown into the lumber-room long ago. The conception is original in the extreme. White's Q side becomes blocked, but the Q B will eventually be brought into service at Kt 2.

(b) Which drives the R to a better square. P to Q B 3, followed by Kt to K sq and P to Q 4, is the simplest defence, and its consideration prompted Steinitz to discard the entire variation. Black may also adopt the Q fianchetto at this stage, while P to K B 4, played by Janowski against Lipke, seems doubtful. In the tenth game of the match Zukertort equalized matters by P to Q B 3, followed by R to K sq and B to B sq.

(c) To force White to exchange Rooks and thereby relieve the Kt from its awkward position. He might, however, have accomplished the same end by B to Q 5.

(d) Well timed ! Black dare not take the Pawn, *e. g.* :

14 . . .	B × P	18 Kt × R P, ch	K to K sq
15 B to B 4	Kt to Q 3	19 Kt to B 6, ch	K to B sq
16 Kt to K 4	Kt × B	20 P × B	
17 Kt to B 6, ch	K to B sq		

If, however, 15. . . . Q to B 3, White wins a piece by 16. Q × Q, Kt × Q ; 17. Kt to Kt sq !, B to Kt 4 ; 18. P to K B 4.

(e) If P × P, then likewise Q to K 3, threatening Q to R 6.

(f) If at once Q to B 4, then R to K sq, whereupon B × P would be unsound.

(g) If B to Q sq, 28. Kt to R 6, ch, K to Kt 2 ; 29. B to B 5, and 30. R × R.

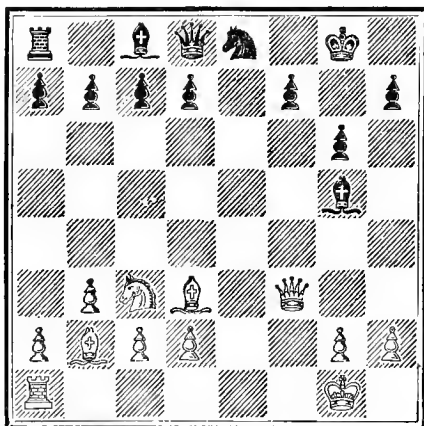
(h) Actually this move was preceded by a series of checks. 29. R to B 3

would be met by R to K 8, ch; 30. K to R 2, Q to B 2, ch; 31. P to Kt 3, Kt to Q 2.

(i) Steinitz thought that $P \times P$ would have rendered victory more difficult for White, but Zukertort assumed that the extra Pawn must prevail by best play. The passed Pawn engages the attention of the enemy, and the game looks like a draw for a long time.

BLACK—ZUKERTORT, ST. LOUIS (1886).

Position after White's fourteenth move.



(k) Threatening to cut off the Kt entirely by P to Q 5.

(l) Obviously $B \times Kt$ would lose.

(m) Whatever he plays he cannot prevent the sacrifice of the Kt for the Q P, whereupon the B can only stop one of White's two P's from queening.

(St. Louis, 1886.)

QUEEN'S GAMBIT DECLINED

WHITE, J. H. ZUKERTORT

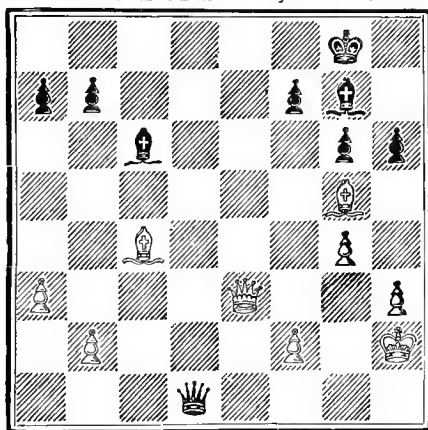
- | | | |
|------------------|----------------|------------------------------|
| 1 P to Q 4 | P to Q 4 | 11 Q to Q 3 (b) R to B sq |
| 2 P to Q B 4 | P to K 3 | 12 Q R to B sq Q to R 4 ! |
| 3 Kt to Q B 3 | Kt to K B 3 | 13 B to R 2 K R to Q sq |
| 4 P to K 3 | P to B 4 ! | 14 K R to K sq (c) |
| 5 Kt to B 3 | Kt to B 3 | B to K sq |
| 6 P to Q R 3 (a) | | 15 B to Kt 3 P to K Kt 3 (d) |
| | $P \times B P$ | 16 Q to K 2 B to B sq |
| 7 $B \times P$ | $P \times P$ | 17 K R to Q sq B to Kt 2 |
| 8 $P \times P$ | B to K 2 | 18 B to R 2 Kt to K 2 |
| 9 Castles | Castles | 19 Q to Q 2 (e) Q to R 3 |
| 10 B to K 3 | B to Q 2 | 20 B to Kt 5 Kt to B 4 |

21 P to K Kt 4 (f)	Kt × Q P (g)	29 B to Q B 4 (i)	Q to B 6
22 Kt × Kt	P to K 4	30 Q to K 3	Q to Q 8, ch
23 Kt to Q 5	R × R	31 K to R 2	B to Q B 3
24 Q × R	P × Kt	32 B to K 7 (k)	B to K 4 ch !
25 R × P	Kt × Kt	33 P to B 4 (l)	B × P, ch
26 R × Kt (h)	R × R	34 Q × B	Q to R 8, ch
27 B × R	Q to K 7	35 K to Kt 3	Q to Kt 8, ch
28 P to R 3	P to K R 3		Resigns.

(a) Bent on executing his favorite manœuvre, but the move results in loss of time. White may isolate Black's P instead.

(b) To obtain an attacking position with Q in front of the K B. Better, however, were he to get rid of the isolated P either here or on his thirteenth move.

WHITE—ZUKERTORT, ST. LOUIS (1886).
Position after Black's thirty-first move.



(c) This R would be more effective on Q sq.

(d) Combining attack and defence. This makes room for the K B at Kt 2 to bear on the Q P.

(e) Threatening Q and Kt by Kt to Q 5.

(f) Very risky !

(g) Decisive !

(h) B × R, B × R ; 27. B × Kt, Q to Q 3 would lose a piece.

(i) If Q to Q 2, Black simply exchanges and then takes the Kt P. The course chosen, however, is absolutely fatal.

(k) If B × P, B × B ; 33. Q × B, Q to R 8, ch ; 34. K to Kt 3, Q to Kt 8, ch, etc.

(l) If Q × B, Q to R 8, ch ; 34. K to Kt 3, Q to Kt 7, ch, followed by Q × P, ch, and P to Kt 4, ch, winning the Q.

(Havana, 1888.)

FRENCH DEFENCE

BLACK, A. VAZQUEZ

1 P to K 4	P to K 3	13 Kt × P	Q to Kt 2
2 P to Q 4	P to Q 4	14 B to Q 2!	P to Q Kt 4
3 Kt to Q B 3	Kt to K B 3	15 B to B 3	B to Kt 2
4 P to K 5	K Kt to Q 2	16 P to K 6	Kt to K B 3
5 P to B 4	P to Q B 4	17 Kt × Kt, ch	R × Kt
6 P × P	B × P	18 Castles Q R B to K 6, ch	
7 Q to Kt 4(a)	Castles (b)	19 K to Kt sq	B × P
8 Kt to B 3	Q to K 2 (c)	20 B × B P	Q to B sq (e)
9 B to Q 3	P to B 4	21 K R to Kt sq	
10 Q to R 3	Q to B 3 (d)		P to Kt 5
11 P to K Kt 4	P to K Kt 3	22 K B × P(f)	Resigns.
12 P × P	K P × P (?)		

(a) One of the master's happiest inventions, which has been universally adopted to this very day. Nowadays it is considered absolutely bad for Black to retake the Pawn right away, and Kt to Q B 3 is moved first, which Senor Vazquez of course could not have known then.

(b) Better than P to K Kt 3.

(c) This does not add strength to his defence. Q Kt to B 3 is better.

(d) Again Kt to Q B 3 was preferable.

(e) P × B?; 21. R to Kt sq.

(f) A charming conclusion. B to B 7, double ch is threatened; if P × B, 23. R × P, ch.

(Havana, 1888.)

FRENCH DEFENCE

BLACK, C. GOLMAYO

1 P to K 4	P to K 3	10 Kt to Kt 5 (c)	
2 P to Q 4	P to Q 4		P × Kt
3 Kt to Q B 3	Kt to K B 3	11 B × P, ch	K × B (d)
4 P to K 5	K Kt to Q 2	12 P × P, ch	K to Kt sq
5 P to B 4	P to Q B 4	13 Q to R 5	K Kt × P (e)
6 P × P	B × P	14 P × Kt	R to B 4
7 Kt to K B 3 (a)		15 P to K Kt 4	R × P, ch
	Castles	16 K to Q sq	B to K 6
8 B to Q 3	Q Kt to B 3	17 B × B	R × B
9 P to K R 4	P to B 3 (b)	18 Kt to Kt 5	R to B 6
		19 P to Kt 6	Resigns.

(a) On another occasion Steinitz introduced the more powerful Q to Kt 4.

(b) Having injudiciously Castled too early, Black should strengthen his position by R to K sq and Kt to B sq.

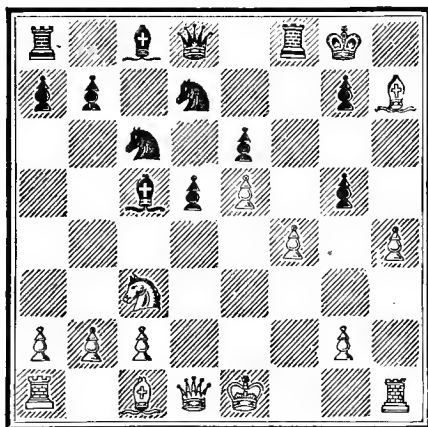
(c) The tempting sacrifice of the B is not satisfactory.

9 B × P, ch	K × B	12 Kt × K P	Q to R 4
10 Kt to Kt 5, ch	K to Kt 3	13 Kt × R	Kt × Kt
11 Q to Q 3, ch	P to B 4.	14 Q × P	B to K 3

(d) If K to B 2,

BLACK—GOLMAYO (88).

Position after White's eleventh move.



12 Q to R 5, ch	K to K 2	16 Kt to Kt 5	Kt to Kt 3
13 Q × P, ch	K to K sq	17 B × R, ch	Q × B
14 B to Kt 6, ch	R to B 2	18 Kt to B 7, ch	
15 Q to R 5	Q to K 2		

and wins with two R's and two P's against three minor pieces.

(e) Best! If Kt to K 2,

14 Kt × P	Q to R 4, ch	17 P × R	Q Kt to Kt 3
15 K to Q sq	Kt × P	18 P × Kt	K to B 2
16 Kt to B 6, ch	R × Kt	19 P × P, and wins.	

Or 17. . . . K Kt to Kt 3; 18. P × Kt, Kt × P; 19. Q to K 8, mate;
or 17. . . . P × P; 18. Q to R 8, ch, etc.

(Havana, 1889.)

ZUKERTORT'S OPENING

BLACK, M. TCHIGORIN

1 K Kt to B 3	K Kt to B 3	22 P × B P	B to R 2
2 P to Q 4	P to Q 4	23 Q R to Q sq (i)	
3 P to B 4	P to K 3		B × P
4 Kt to B 3	P to B 3	24 Q to B 4, ch	Kt to K 3
5 P to K 3	B to Q 3	25 Q to K 4	Kt to B sq
6 B to Q 3	Q Kt to Q 2	26 Q to B 4, ch	Kt to K 3
7 Castles	Castles	27 B to Kt 6	Q to Kt 3
8 P to K 4 (a)	P × K P	28 R to K 2 (k)	K R to Kt sq
9 Kt × P	Kt × Kt		(l)
10 B × Kt	P to K R 3 (b)	29 R to Kt 2 (m)	
11 B to B 2 (c)	R to K sq		Q to R 2
12 R to K sq	Q to B 3 (d)	30 B to B 5	K to B 2
13 B to Q 2	Kt to B sq	31 R to K 2	Q to R 3 (n)
14 B to B 3	B to Q 2	32 Q to K Kt 4	Kt to B 5
15 P to B 5 (e)	B to Kt sq	33 R × P (o)	P × R
16 P to Q 5	Q to Q sq (f)	34 B × P	P to K Kt 4
17 P to Q 6	P to Q Kt 3	35 B to Kt 6, ch	
18 P to Q Kt 4	P to B 3 (g)		K to B sq (p)
19 Q to Q 3 (h)	P to Q R 4	36 Q × B	Q to R 2
20 P to Q R 3	P to K 4	37 Q to B 5, ch	K to Kt sq
21 Kt to R 4	Kt P × P	38 P to Q 7	Resigns.

(a) The defence initiated with Black's fourth move aims at the eventual advance of the K P to its fourth, wherein White now forestalls him.

(b) If P to K 4, White exchanges, followed by B × P, ch, and Q to R 5, ch, winning a Pawn. P to Q B 4, instead, would be of doubtful value. In the most favorable variation Black will be able to advance his P's to K 4 and K B 4, but White will then have a strong passed Pawn at Q 5.

(c) Again obviating P to K 4, which would be met by Q to Q 3.

(d) Still in pursuit of his original plan, but the Q is not happily posted there. P to Q B 4 offers better prospects.

(e) Steinitz was always partial to this advance, which, in his later games with Lasker, worked to his detriment, though in the present instance it has its merits. Had his mind not been so utterly foreign to King's side attacks (except, as he jokingly used to remark, "If anyone puts his finger in my mouth I will bite"), he would have availed himself of a splendid opportunity by Kt to K 5, and if B × Kt, P × B, followed by R to K 3 and R to Kt 3.

(f) It is inexplicable why Tchigorin, who throughout the game had persistently played for the advance of the K P, does not seize the opportunity offered. A likely continuation would have been: 16. . . . P to K 4;

17. P to Q 6, B to Kt 5; 18. B to K 4, Kt to Q 2; 19. P to Kt 4, P to Q R 4.

(g) To his misfortune, Black must lose time for preventive measures. P to Q R 4 at once would lose a Pawn through the rejoinder Q to Q 4.

(h) Steinitz rightly pointed out B to K 4 as superior. It threatens P to Kt 5. If then 19. . . . P to B 4; 20. B to B 2, followed by Q to Q 4.

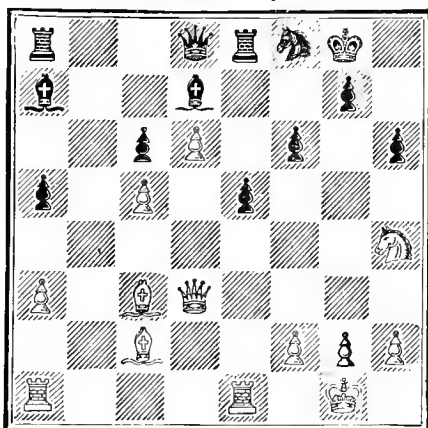
(i) With his unexcelled foresight White rejects a continuation which would have won the exchange for a Pawn, namely :

23 Kt to Kt 6	B × P	26 B to Kt 6	B to Kt sq
24 Kt × Kt	K × Kt	27 Q to R 8	Q to Q 2 !
25 Q to R 7	B to K 3		

and White's Q is out of play.

BLACK—TCHIGORIN (1889).

Position after Black's twenty-second move.



(k) If B × R, then B × P, ch, followed by R × B and B × Kt, whereupon Black's two extra Pawns would be apt to outbalance the loss of the exchange.

(l) The sacrifice of the exchange by B × R P would be less auspicious now, as White retains his Kt. Nevertheless it offered better chances than the course taken.

(m) An alert precaution against Q to Kt 6, which would be the reply to B to B 5.

(n) No better were B × R P; 32. B × P, Q to B 4; 33. Q to Kt 4, or 32. . . . P × B; 33. R × P, followed by doubling Rooks.

(o) For its beautiful termination this game was awarded the brilliancy prize by the donor, Prince Dadian of Mingrelia.

(p) If K to Kt sq, 36. Q × B, followed by B to R 7, ch, and B to Kt 7, mate.

(New York, 1891.)

QUEEN'S GAMBIT

BLACK, I. GUNSBURG

1 P to Q 4	P to Q 4	14 Q R to B sq	Kt to K 5 (g)
2 P to Q B 4	P × P (a)	15 K R to Q sq	B P × P (h)
3 Kt to K B 3 (b)		16 K P × P	P to B 3 (?)
	Kt to K B 3 (c)	17 P × P (i)	P × Kt
4 P to K 3	P to K 3	18 P to Q 6, ch	K to R sq
5 B × P	B to Kt 5, ch	19 Q to Q 5	Kt × B P
	(d)	20 R to Q 2	Kt to Q 2
6 Kt to B 3	Castles	21 R × Kt	Kt to B 3
7 Castles	P to Q Kt 3 (e)	22 R × Kt	P × R
8 Kt to K 5	B to Kt 2	23 P to Q 7	R to K Kt sq
9 Q to Kt 3	B × Kt	24 P × P	R to Kt 4
10 P × B	B to Q 4 (f)	25 Q × R	Q × Q
11 B × B	P × B	26 R to B 8, ch	R to Kt sq
12 B to R 3	R to K sq	27 R × Q	R × R
13 P to Q B 4	P to B 4	28 P to K 6	Resigns.

(a) The acceptance of the gambit has been much experimented upon, notably by Steinitz and Dr. Tarrasch. It is quite feasible, only Black must not endeavor to hold the Pawn. White will obtain more freedom of action, but such is also the case if the gambit is refused.

(b) To prevent P to K 4.

(c) As a simple developing measure this move is perfectly in order. If, however, Black contemplated the check with the B, he would have better moved the K P at once.

(d) P to B 4 would equalize the game.

(e) He should have continued either with P to B 4 or with Q Kt to Q 2.

(f) White threatens the gain of R and two P's for B and Kt by either Kt × P or B × P.

(g) Apparently plausible enough, yet it becomes the source of Black's future troubles.

(h) The immediate retreat of the Kt would have been relatively best.

(i) Mr. Steinitz plays the game from start to finish with exemplary precision.

(New York, 1891.)

ZUKERTORT'S OPENING

BLACK, I. GUNSBURG

1 Kt to K B 3	Kt to K B 3	4 P to B 3	B to K 2
2 P to Q 4	P to K 3	5 B to K 2	Castles
3 P to K 3	B to Kt 5, ch	6 Castles	P to Q 4
	(a)	7 P to B 4	P to Q Kt 3

8 Kt to B 3	B to Kt 2	25 R to R 3	B to Kt 4
9 P × P	P × P (b)	26 K to R sq	Kt to B 3
10 Kt to K 5	K Kt to Q 2(c)	27 Kt × Kt, ch	P × Kt (h)
11 P to B 4	Kt × Kt	28 Q to Kt 7	Q to Kt 3 (i)
12 B P × Kt	P to Q B 3	29 Q to Q 7	K to R sq
13 B to Q 2 (d)	B to R 3	30 B to K 7	R to K Kt sq
14 B × B	Kt × B	31 Q × B P	Q R to Q B sq
15 Q to R 4	Kt to Kt sq	32 Q × Q P	R to Kt 2
16 Q R to B sq	P to B 3	33 B to Kt 4	Q to Q 6
17 P × P	B × P	34 Q to B 3	R to B 7
18 Kt to K 2	R to K sq	35 B to B 3	R to K 2
19 K R to B 3	Q to K 2 (e)	36 P to K 4 (k)	Q × P
20 Q R to B sq	R to Q B sq	37 P to Q 5	Q to Kt 3
21 B to Kt 4	Q to K 3 (f)	38 R to Kt 3	R to K B 2
22 Kt to B 4	Q to K 5	39 P to Q 6 (l)	P to K R 3
23 Kt to R 5	Kt to Q 2	40 P to R 4	Resigns.
24 Q to R 6	Q to K sq (g)		

(a) An innovation, but a very indifferent one. Of course White does not interpose the B, so the time lost by the retreat of Black's K B is balanced by White's Q B P taking two steps to reach its 4th. Black should have played here or later on P to Q B 4.

(b) Safer were Kt × P, followed by P to Q B 4.

(c) Premature! Again P to Q B 4 was in order. The reader will arrive at a better appreciation of the game when he learns that Black played solely for a draw by constant exchanges. For this reason he employs the K Kt instead of the Q Kt, which is reserved to effect the exchange of B's, as will be seen anon.

(d) White divines the opponent's intention and refrains from B to Q 3, which would lose time under the circumstances, but prepares a Q side attack.

(e) P to Q R 3, followed by R to R 2, would be advisable.

(f) The Q should go at once to K sq.

(g) If B × P; 25. P × B, Q × P, ch; 26. K to R sq, Q × B; 27. Q to Kt 7, Q to Q 3; 28. R to B 7, and wins.

(h) If B × Kt; 28. R × B, P × R; 29. Q to Kt 7, Q to Kt 3 (must); 30. R to Kt 3, and wins.

(i) With Q to B 2, instead, he would have retained a chance to draw.

(k) Simple and effective.

(l) White declines to play for a sui-mate by R × B.

(Second Match, Havana, 1892.)

RUY LOPEZ

BLACK, M. TCHIGORIN

1 P to K 4	P to K 4	4 P to Q 3	P to Q 3
2 Kt to K B 3	Kt to Q B 3	5 P to B 3	P to K Kt 3
3 B to Kt 5	Kt to B 3	6 Q Kt to Q 2	B to Kt 2

- | | |
|---------------------------------|-------------------------------|
| 7 Kt to B sq Castles | 18 B to K 3 (g) K to R sq (h) |
| 8 B to R 4 (a) Kt to Q 2 (b) | 19 Castles Q R Q R to K sq |
| 9 Kt to K 3 Kt to B 4 | 20 Q to B sq ! P to Q R 4 (i) |
| 10 B to B 2 Kt to K 3 | 21 P to Q 4 P × P |
| 11 P to K R 4 (c) Kt to K 2 (d) | 22 Kt × P B × Kt (k) |
| 12 P to R 5 P to Q 4 | 23 R × B Kt × R (l) |
| 13 R P × P B P × P (e) | 24 R × P, ch K × R |
| 14 P × P Kt × P | 25 Q to R sq, ch K to Kt 2 |
| 15 Kt × Kt Q × Kt | 26 B to R 6, ch K to B 3 |
| 16 B to Kt 3 (f) Q to B 3 | 27 Q to R 4, ch K to K 4 |
| 17 Q to K 2 B to Q 2 | 28 Q × Kt, ch Resigns. |

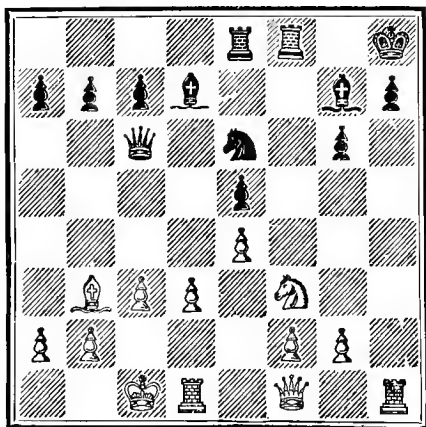
(a) This B is destined to play an important part in the intended K side attack, and therefore care must be bestowed lest he be exchanged. This precaution is not so unfounded as may seem on first sight, as the following variation shows :

- | | | | |
|------------|-----------|-----------|-----------|
| 8 Q to K 2 | B to Q 2 | 11 P × P | P × P |
| 9 B to R 4 | Kt to Q 5 | 12 Kt × P | B to Kt 4 |
| 10 P × Kt | B × B | | |

with a strong attack though a Pawn minus.

BLACK—TCHIGORIN (92). FOURTH GAME.

Position after White's twentieth move.



(b) The Russian master takes a leaf from his opponent. He depletes his K side to operate on the centre and Q wing. P to Q 4 was far better.

(c) Both have exchanged rôles. Ordinarily furious onslaughts against the King's quarters were Tchigorin's part. However, Steinitz always maintained that the fianchetto in the present variation presents a weakness in Black's position. A similar skirmish occurred in the first championship match with Lasker.

(d) Here and in the following moves Tchigorin, bent on executing his own designs, disregards the action of his opponent entirely. Evidently he thought little of the danger that would accrue him by allowing White to open the K R file.

(e) Steinitz advised here R P $\times$ P, followed by R to K sq, to make room for the K.

(f) White's position is decidedly superior.

(g) Kt $\times$ P was feasible, as he would regain the piece by P to Q 4 and P to Q 5, but would not have proven advantageous.

(h) To unpin the Kt. A better plan would have been R to B 2 and then B to R sq.

(i) With the evident object of dislodging the obnoxious B. An impulsive nature like Tchigorin will always make a move of this kind in preference to strictly defensive measures, the true merit or demerit of which can in most cases only be determined by after analysis. For this reason we deem the harsh criticism which Tchigorin had to undergo at the time unfair, especially as 20. . . . Kt to B 5, the move suggested by Steinitz and accepted all around, would not have mended matters, as proven by the appended variations:

I. 20. . . . Kt to B 5; 21. P to Q 4, B to K 3; 22. B $\times$ B, R $\times$ B; 23. Kt to Kt 5, etc.

II. 21. . . . Kt to R 4; 22. P $\times$ P, B $\times$ P; 23. Kt $\times$ B, R $\times$ Kt; 24. B to Q 4.

III. 21. . . . P $\times$ P; 22. Kt $\times$ P, Q $\times$ Kt P; 23. Q $\times$ Q, Kt $\times$ Q; 24. R $\times$ P, ch, K $\times$ R; 25. R to K sq, ch, B to R 3; 26. B $\times$ B, R to K 8, ch; 27. R $\times$ R, K $\times$ B; 28. R to K 7.

IV. 21. . . . P to K 5; 22. Kt to Kt 5, P to K R 4; 23. Kt to B 7, ch, R $\times$ Kt; 24. B $\times$ R, Kt to Q 6, ch; 25. K to Kt sq, etc.

His only defence consisted in 20. . . . R to K 2; 21. P to Q 4, P $\times$ P; 22. Kt $\times$ P, B $\times$ Kt; 23. R $\times$ B, Kt to B 4, which would have left him a fighting chance.

(k) Obligatory. If Q to K 5, 23. B to B 2 wins; if 22. . . . Kt $\times$ Kt; 23. R $\times$ P, ch, and mate in two more moves.

(l) Again R to K 2 was his only salvation. The actual play leads to a brilliant termination, which Steinitz had in view when he retired the Q to B sq.

(Second Match, Havana, 1892.)

RUY LOPEZ

WHITE, M. TCHIGORIN

1 P to K 4	P to K 4	9 B to R 4	P to Kt 4
2 K Kt to B 3	Q Kt to B 3	10 B to Kt 3	Kt to R 4
3 B to Kt 5	P to Q 3	11 Castles K R	P to B 3 (a)
4 Kt to B 3	B to Q 2	12 P $\times$ P	B P $\times$ P
5 P to Q 4	K Kt to K 2	13 B to Kt 5	B to K 2 (b)
6 B to K Kt 5	P to B 3	14 K R to Q sq	Kt to Kt 2
7 B to K 3	Kt to Kt 3	15 B $\times$ B (c)	Q $\times$ B
8 Q to Q 2	P to Q R 3	16 Kt to Kt 5	R to K B sq !!

17 Kt × P R to R sq
 18 Q to Kt 5 (d) Kt to B 5 (e)
 19 Q × Q, ch K × Q
 20 Kt to Kt 5 R to R 4
 21 P to K R 4 ! (f) R × P
 22 P to Kt 3 R to Kt 5
 23 Kt to B 3 R to K B sq
 24 R to Q 2 Kt to B 4
 25 Kt to R 2 R to Kt 3
 26 R to K sq Kt to R 6, ch
 27 K to Kt 2 Kt to Kt 4
 28 K R to K 2 R to R 3
 29 R to K 3 Q R to K R sq
 30 Kt to B sq (g) B to R 6, ch

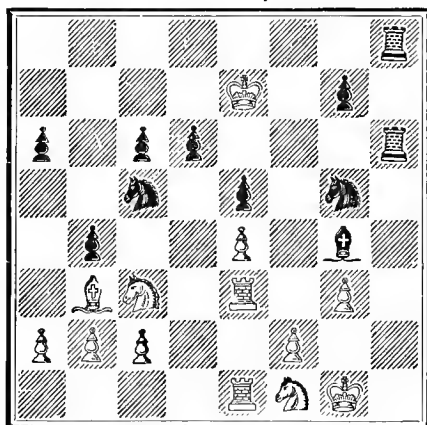
31 K to Kt sq B to Kt 5
 32 K to Kt 2 P to Kt 5
 33 P to B 4 (h) B to R 6, ch (i)
 34 K to B 2 (k) R to B 3
 35 Kt to K 2 K Kt × P, ch
 36 K to Kt sq B × Kt
 37 P × P (l) P × P (m)
 38 R × B K R to R 3
 39 R to B 7, ch K to Q 3
 40 R × P R to R 8, ch
 41 K to Kt 2 Kt to Q 7
 42 R to Kt 6, ch K to B 2
 43 P to Kt 4 Q R to R 7, ch
 44 K to Kt 3 Kt to B 8, ch
 45 K to B 3 R to R 6, ch
 Resigns.

(a) Tempting but disastrous were :

11 . . . P × P
 12 Kt × P P to Q B 4
 13 Kt to K 6 Kt × B

14 Q to Q 5 Q to B sq
 15 Kt to B 7, ch

Position after Black's thirty-second move:



(b) If Q to B 2 or Kt 3, then 14. Kt to R 4.

(c) White herewith enters into a combination to win the Q P, which Steinitz refutes in brilliant style. White ought to have proceeded with P to Q R 4.

(d) We think Kt to Kt 5 to be the right move. If then R to R 4 not B to B 7, ch, but 19. P to K R 4.

(e) Excellent. Now it's upon White to exchange Queens and lose time.

(f) Best. If Kt to B 3, then B to Kt 5, followed by B × Kt and the doubling of Rooks.

(g) If Kt to B 3, B to R 6, ch; 31. K to Kt sq, Kt × Kt; 32. R × Kt, B to Kt 5, etc.

(h) Best under circumstances. If

33 Kt to R 4	Kt (B 4) × P	38 K to Q sq	Kt to B 7, ch
34 P to K B 4	B to R 6, ch	(or K to Q 3	R to Q 7, ch)
35 K to Kt sq	B × Kt	39 K to B sq	Kt to Kt 5
36 K × B	R to R 8, ch	40 K R to K 2	Kt to B 6 wins.
37 K to K 2	Q R to R 7, ch		

(i) Much more powerful than to win the exchange by Kt to B 6.

(k) 34 K to Kt sq	B × Kt	37 K to Q sq	P × Kt
35 K × B	R to R 8, ch	38 P × Kt?	P × P,
36 K to K 2	R (R sq) to R 7, ch		and wins.

(l) If 37. K × B, Kt to Q 7; 38. K to B 2, R to R 7; 39. K to Kt sq, R (B 3) to R 3, etc. If, however, 37. R × B, then R (B 3) to R 3.

(m) Better to double Rooks at once; if 38. P × P, ch, K to Q 2.

(Havana, 1892.)

RUY LOPEZ

BLACK, M. TCHIGORIN

1 P to K 4	P to K 4	20 B × Q	Kt × B (f)
2 Kt to K B 3	Kt to Q B 3	21 Kt × B	Kt × P
3 B to Kt 5	P to Q R 3	22 Kt × B (g)	P × Kt
4 B to R 4	Kt to B 3	23 K R to K sq	P to B 4
5 P to Q 3	B to B 4	24 Kt to K 5	K R to Q B sq
6 P to B 3	P to Q Kt 4		(h)
7 B to B 2	P to Q 4	25 P to Q B 4	R to R 2
8 Q to K 2 (a)	Castles (b)	26 P to B 3	Kt to K B 3
9 B to K Kt 5	P × P	27 B to Kt 3	K to B sq (i)
10 P × P	P to R 3	28 P to Kt 5	P to Q R 4
11 B to K R 4	Q to Q 3	29 K R to Q sq	R to K sq
12 Castles	Kt to K R 4	30 P to B 5 (k)	P × P
13 B to K Kt 3	B to K Kt 5 (c)	31 R to Q 6	R to Kt sq
14 P to Kt 4 (d)		32 Q R to Q sq	Q R to R sq (l)
	B to Kt 3	33 P to Kt 6	P to R 5
15 P to Q R 4	P × P	34 B × P	K to Kt sq (m)
16 Q Kt to Q 2	Q to B 3	35 Kt to B 6	Kt × Kt
17 B × R P	Kt to K 2	36 B × Kt	Kt to K sq
18 Q to B 4	B to K 3 (e)	37 P to Kt 7	R to R 2
19 B × P	B × Q	38 R to Q 8	Resigns.

(a) An innovation. The books continue 8. P × P.

(b) Better than P to Q 5; 9. Q Kt to Q 2, P × P; 10. P × P, P to Kt 5; 11. Kt to Kt 3, B to Q 3; 12. P to Q 4, with a good attack.

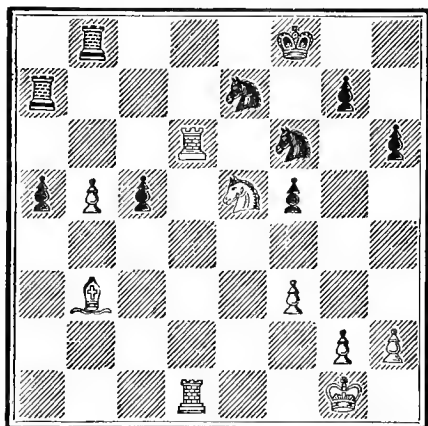
(c) From an analyst's point of view B to K 3 or Kt 2 were preferable; chess over the board, however, is also a matter of temper, and Tchigorin is by nature aggressive.

(d) Better than 14. P to Q R 4, for then P to Kt 5 could follow.

(e) If Kt to Kt 3; 19. B to B 6, B to K 3; 20. B to Q 5, with the superior game. The text-move is inferior still.

BLACK—TCHIGORIN (91).

Position after White's thirty-second move:



(f) B × R?; 20. B × Kt.

(g) Steinitz in this game displays wonderful judgment. Most players would have hesitated to unite the Pawns.

(h) Kt × P would lose the exchange by Kt to Q 7.

(i) K to R 2 were better.

(k) This fine move forces the issue.

(l) If R × P, White mates in four moves by 33. R to Q 8, ch, Kt to K sq; 34. R × Kt, ch, K × R; 35. B to B 7, ch, etc.

(m) If R × B; 35. R to Q 8, ch, R × R; 36. R × R, ch, Kt to K sq; 37. P to Kt 7 wins.

(n) If now R × B; 36. Kt × R, R to Kt 5; 37. Kt to R 6, R to Kt 4; 38. Kt × P, R × Kt; 39. P to Kt 7 wins.

(Havana, 1892.)

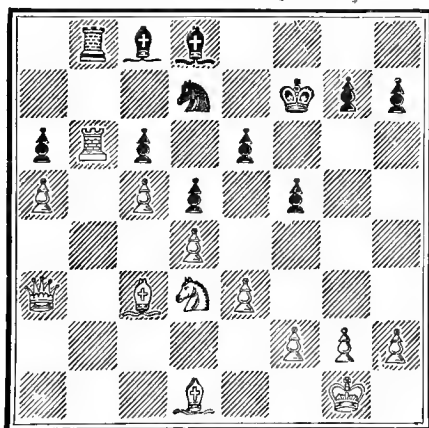
ZUKERTORT'S OPENING

BLACK, M. TCHIGORIN

1 Kt to K B 3	P to Q 4	4 P to B 4	B to K 2 (a)
2 P to Q 4	Kt to K B 3	5 Kt to B 3	Q Kt to Q 2 (b)
3 P to K 3	P to K 3	6 P to B 5 (c)	P to B 3

- | | | | |
|-------------------|----------------|------------------|----------------|
| 7 P to Q Kt 4 | Castles | 24 Q to R 3 | B to Q sq |
| 8 B to Kt 2 | Q to B 2 | 25 B to Q sq | R to Kt sq |
| 9 B to K 2 | Kt to K sq (d) | 26 R to Kt 6 ! | Kt × R (i) |
| 10 Castles | P to B 4 | 27 B P × Kt | Q to Kt 2 (k) |
| 11 Q to B 2 | K Kt to B 3 | 28 Kt to K 5, ch | |
| 12 P to Q R 4 | Kt to K 5 | | K to Kt sq (l) |
| 13 P to Kt 5 | R to B 3 (e) | 29 B to R 4 | Q to K 2 |
| 14 P to R 5 | Kt × Kt | 30 B to Kt 4 | Q to B 3 |
| 15 B × Kt | P to Q R 3 | 31 Q to B 3 | P to R 3 |
| 16 P × R P ! | P × P | 32 B to Q 6 | R × P (m) |
| 17 K R to Kt sq | | 33 P × R | B × P |
| | R to B sq | 34 Q × P | Q to Q sq |
| 18 R to Kt 2 | B to Kt 2 | 35 B to B 5 | B to B 2 |
| 19 Q R to Kt sq | | 36 Kt to Kt 6 | K to R 2 |
| | K R to Kt sq | 37 B to K 7 | B to Q 2 |
| 20 Kt to K sq (f) | | 38 B × Q | B × Q |
| | B to Q B sq | 39 K B × B | B × B |
| 21 Kt to Q 3 | R × R | 40 Kt to B 8, ch | K to Kt sq |
| 22 R × R | B to B 3 (g) | 41 Kt × P | Resigns. |
| 23 Q to R 4 | K to B 2 (h) | | |

BLACK—TCHIGORIN XX. (92).
Position after White's twenty-sixth move.



- (a) We prefer P to B 4.
 (b) Inopportune. White obtains a marked superiority on the Q wing in consequence. It is of the utmost importance in close openings to make the right moves in the right order.
 (c) This is very good now, for Black cannot break up the Pawns : 6. . . .

P to Q Kt 3; 7. P to Q Kt 4, P to Q R 4; 8. P to B 6, followed by P to Kt 5. This would not have been possible, had Black reversed his 5th and 6th moves.

(d) P to K 4 was in order here.

(e) Black is given no opportunity to carry out whatever designs he had, hence this move results in loss of precious time.

(f) White conducts the game exemplarily.

(g) Finely played! He indirectly protects the Q B P, for if White attacks it by Q to R 4 and Kt to Kt 4, Black has the rejoinder Kt × B P.

(h) Black's pieces are hopelessly tied up, especially the Q B. The K move, chosen to support the K P, another weakling, proves unfortunate, as in the course of events the Kt enters at K 5 with a check.

(i) 26 . . .	B to K 2	30 Kt to K 5, ch	K moves
27 B to Kt 4	Kt × R	31 Q × Q, ch	K × Q
28 B P × Kt	Q to Kt 2	32 Kt × P, ch, and wins.	
29 B × B	Q × B		

(k) If Q to K 2, 28. Kt to K 5, ch, proves decisive.

(l) 28 . . .	K to K sq	31 B × P, ch	K to Q 2
29 B to R 5, ch	P to Kt 3	32 Q to B 8, and wins.	
30 Kt × Kt P	P × Kt		

(m) His only means to prolong the struggle.

(Montreal, 1893.)

HAMPPE ALLGAIER GAMBIT

WHITE, R. P. FLEMING

1 P to K 4	P to K 4	17 Kt to K 2	P to B 4
2 Kt to Q B 3	Kt to Q B 3	18 B to Kt 5, ch	K to B 2
3 P to B 4	P × P	19 P to K 5	P to R 3
4 Kt to B 3	P to K Kt 4	20 P × Kt	P × B
5 P to K R 4	P to Kt 5	21 Q to Q 3	Q × P
6 Kt to K Kt 5	P to Q 3 (a)	22 Q × P	Q to K 3
7 P to Q 4	P to B 6	23 B to Q 2	Kt to B 5
8 P × P	P to K R 3	24 Q × P, ch	B to K 2
9 Kt × P	K × Kt	25 R to R 2	P to Q 4 (d)
10 B to B 4, ch	K to K sq	26 P to Kt 3	B × Kt
11 B to K 3 (b)	Kt to B 3	27 R × B	R to Kt 8, ch
12 P to B 4	P to Kt 6!	28 K to B 2	R to Kt 7, ch
13 Q to B 3	Kt to Q R 4 (c)	29 K × R	Q × R, ch
14 B to Q 3	P to Kt 7!	30 K to R 3	Q to B 6, ch
15 Q × P	R to K Kt sq	31 K to R 2	R to K Kt sq
16 Q to Q 2	B to Kt 5		Resigns.

(a) The combination of the Vienna with the Allgaier-Thorold was made a special study of by Zukertort, who some twenty years ago tested it in a number of games with P. Hirschfeld, both playing alternately attack and defence. They came to the conclusion that Black may follow the ordinary

course of the Allgaier, but the K must not be played to Kt 2 but to Kt 3 and then to R 2. The move above renders the defence easier; it furthers the development while the Kt cannot escape. It was first played by Herr Schalopp in a German tournament. The subsequent play, however, is original with Steinitz.

(b) Probably with the intention to Castle Q R as soon as possible.

(c) This breaks the point of White's attack.

(d) Mr. Steinitz's play is a beauty and a joy forever. The hostile Q is now barred out and the collapse of White's position made a certainty.

(New York, 1894.)

RUY LOPEZ

BLACK, E. LASKER

1 P to K 4	P to K 4	22 P × P	P to B 3 (h)
2 Kt to K B 3	Kt to Q B 3	23 P to Kt 6	Kt × Kt P (i)
3 B to Kt 5	Kt to B 3	24 P × Kt	B × P
4 P to Q 3	P to Q 3	25 R to K Kt sq	
5 P to B 3	B to Q 2		P to K 5 (k)
6 B to R 4	P to K Kt 3	26 P × P	K to R 2
7 Q Kt to Q 2	B to Kt 2	27 R × B !!	K × R
8 Kt to B 4	Castles	28 Q to B 5, ch	K to B 2
9 Kt to K 3	Kt to K 2 (a)	29 Q × P, ch	K to Kt sq
10 B to Kt 3	P to B 3	30 Q × Kt	Q to K 4 (l)
11 P to K R 4 (b)		31 B to K 3	P to R 3
	Q to B 2	32 P to Q R 4 !	K R to K sq
12 Kt to Kt 5	P to Q 4	33 P × P	R P × P
13 P to B 3	Q R to Q sq	34 Q × Q	R × Q
	(c)	35 R to R 6	R to Q B sq
14 P to K Kt 4	P × P	36 Kt to Kt 4	R to K 2
15 B P × P	P to K R 3	37 B to B 5	R (K2) to K sq
16 Q to B 3 !	B to K sq (d)	38 Kt to K 3	B to B sq
17 B to B 2	Kt to Q 2	39 B to Q 4	K to B 2
18 Kt to R 3 (e)	Kt to B 4	40 P to R 5	B to K 2
19 Kt to B 2	P to Q Kt 4 (f)	41 B to Kt 3, ch	K to B sq
20 P to Kt 5	P to K R 4	42 Kt to B 5	Resigns.
21 Kt to B 5 !!	P × Kt (g)		

(a) Kt to K sq, followed by P to K B 4, suggests itself here.

(b) Steinitz's favorite charge against the fianchetto.

(c) Black evidently thought light of the enemy's attack, else he would have secured his K side by P to K R 3; 14. Kt to R 3, Kt to R 2.

(d) If P × Kt, White wins as follows:

17 P × P	Kt to R 2	20 Q × Kt, ch	K to B sq
18 Kt to B 5 !	P × Kt	21 Kt P × P	
19 Q to R 3	R to K sq		

followed by P to B 6.

(e) Making room for the Kt P.

(f) Premature. A safeguard like P to B 3 ought to have taken precedence. He, however, thought he could block the K side at will, not anticipating White's brilliant 21st move.

(g) His best course was Kt to B sq; 22. Kt to Kt 3, P to B 3. In this game Lasker was completely outmatched in every respect.

(h) If Kt to Q 4; 23. Q × R P, P to B 3; 24. P to K 6, B to R sq; 25. Q to Kt 4, followed by the advance of the K R P.

(i) Obligatory. If

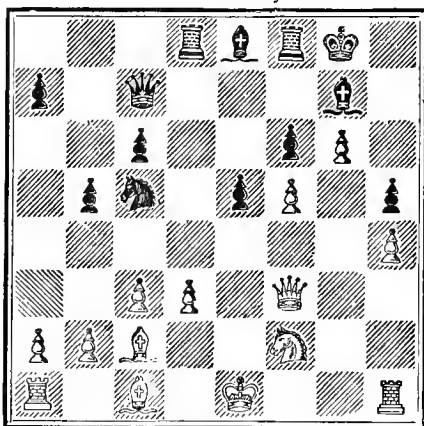
23 . . .	B to Q 2	26 P to R 5
24 Q × R P	R to K sq	27 P to R 6
25 Q to R 7, ch	K to B sq	

(k) Inferior to K to R 2. Black evidently feared B to B 4 and Castles.

(l) Though at a numerical disadvantage he must offer to exchange to stop the mate threatened by B to Kt 3, ch, and Q to R 5.

BLACK—LASKER II.

Position after White's twenty-third move.



(Montreal, 1894.)

RUY LOPEZ

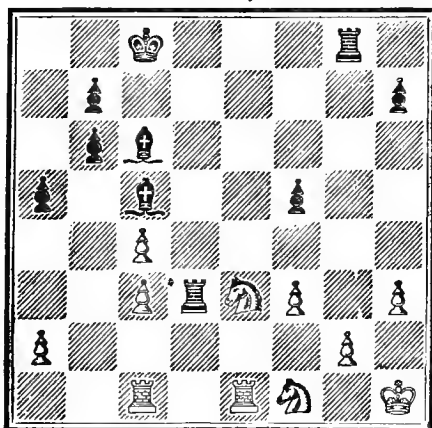
WHITE, E. LASKER

1 P to K 4	P to K 4	8 Kt to K 2	B to Q 2
2 Kt to K B 3	Kt to Q B 3	9 Q Kt to B 3	Castles
3 B to Kt 5	P to Q R 3	10 B to B 4	B to B 3
4 B × Kt (a)	Q P × B	11 Castles K R	Kt to B 3
5 P to Q 4	P × P	12 P to B 3	B to K 2
6 Q × P	Q × Q	13 Kt to Kt 3	P to K Kt 3
7 Kt × Q	P to Q B 4	14 K R to K sq	Kt to Q 2

15 Kt to Q sq Kt to Kt 3
 16 Kt to B sq R to Q 2
 17 B to K 3 K R to Q sq
 18 P to Q Kt 3 (b)
 P to B 5
 19 B × Kt (c) P × B
 20 P × P B to Kt 5
 21 P to B 3 B to B 4, ch
 22 K to R sq R to Q 6
 23 R to B sq P to Q R 4
 24 Kt (Q sq) to K 3
 P to B 4
 25 P × P P × P
 26 P to K R 3 (d)
 R to K Kt sq
 27 Kt to Q 5 (e) B × Kt
 28 P × B R × Q P
 29 K R to Q sq R × R
 30 R × R P to B 5
 31 K to R 2 R to K sq !
 32 P to Q R 4 K to B 2
 33 P to R 4 K to B 3
 34 P to B 4 B to Kt 5

35 K to R 3 R to K 8
 36 R × R B × R
 37 K to Kt 4 K to B 4
 38 K × P K × P
 39 K to K 4 (f) B × P
 40 P to Kt 3 B to Q sq
 41 Kt to K 3, ch K to Kt 4
 42 K to Q 3 K × P
 43 K to B 2 K to Kt 5
 44 P to B 4 K to B 4
 45 P to B 5 K to Q 3
 46 P to Kt 4 P to Kt 4
 47 Kt to Q sq K to K 4
 48 Kt to B 3 P to Kt 5
 49 Kt to R 4 K to Q 5
 50 Kt to Kt 2 P to Kt 4
 51 K to Kt 3 B to K 2
 52 P to Kt 5 P to R 5, ch
 53 Kt × P (g) P × Kt, ch
 54 K × P K to K 4
 55 K to Kt 3 K × P
 Resigns.

WHITE—LASKER, MONTREAL (1894).
 Position after twenty-sixth move.



(a) With this and the next move Lasker at that time believed to render the defence P to Q R 3 invalid.

(b) The strategical dispositions on both sides are of the highest order. Black has insured the command of the open file, though under the circumstances it is hardly a substantial advantage. White has succeeded in rendering his Pawns unapproachable as well as in defining Black's doubled Pawn, and prepared for P to Q B 4, which would give him a telling superiority. Steinitz, however, equal to the occasion, turns the tables upon his opponent by a deep conception which recalls to mind his celebrated game with Winawer.

(c) Kt to B 2 was much better. Lasker, however, did not discern the stratagem in its fullness.

(d) If Kt $\times$ P, R $\times$ K B P; 27. Kt (B 5) to Kt 3, R to B 7 wins.

(e) Again he dare not capture the Pawn: 27. Kt $\times$ P, R $\times$ P; 28. P $\times$ R, B $\times$ P, ch; 29. K to R 2, R to Kt 7.

(f) It is questionable whether P to R 5, followed by P to Kt 4, would have offered a better fighting chance.

(g) Tantamount to resignation. Mr. Steinitz's conduct of the game is ideal.

(Montreal, 1894.)

QUEEN'S GAMBIT DECLINED

BLACK, E. LASKER

1 P to Q 4	P to Q 4	24 B $\times$ B	P $\times$ Kt
2 P to Q B 4	P to K 3	25 R $\times$ P	Kt to K 5
3 Kt to Q B 3	P to Q B 3	26 R $\times$ B P	Kt $\times$ B
4 P to K 3	Kt to K B 3	27 P $\times$ Kt	K to Kt 2
5 Kt to B 3	B to Q 3	28 R to Q R 6	R to B 2
6 B to Q 3	Q Kt to Q 2	29 P to B 5	R to Q sq
7 Castles	Castles	30 K to Kt sq	R (B2) to Q 2
8 P to K 4	P $\times$ K P	31 K to B 2	R to Q Kt sq
9 Kt $\times$ P	Kt $\times$ Kt	32 B to Kt 3	R to K sq
10 B $\times$ Kt	P to K R 3 (a)	33 B to B 4	R to Q Kt sq
11 B to B 2	P to K B 4	34 B to Q 3	P to K R 4
12 R to K sq	Kt to B 3	35 K to B 3	R to Kt 7 (e)
13 B to Q 2	B to Q 2	36 B $\times$ P	R to B 2
14 B to B 3	Q to B 2	37 K to K 4	R to K 7, ch
15 Kt to K 5	B to K sq	38 K to Q 3 (f)	R $\times$ Kt P
16 Q to Q 3	P to K Kt 4	39 R to Kt 6, ch	K to B sq
17 Q to R 3	Q to Kt 2	40 B to K 4	R to Kt 8
18 Q R to Q sq	P to Kt 5	41 P to Q 5 (g)	R to K Kt 2
19 Q to K 3	B to R 4 (b)	42 R $\times$ R	K $\times$ R
20 Kt $\times$ B P!	(c)	43 P to B 6	K to B 3
	B $\times$ P, ch (d)	44 P to B 7	R $\times$ P, ch
21 K $\times$ B	P to Kt 6, ch	45 K to Q 4	R to Kt sq
22 Q $\times$ P	Q $\times$ Q, ch	46 P to Q 6	Resigns.
23 P $\times$ Q	B $\times$ R		

(a) Compare the game with Tchigorin, match 1889. Black's next move meets the threatened attack, but weakens the K P.

(b) The alternative $B \times Kt$; 20. $P \times B$, Kt to Q 2 leaves him on the defensive in an inferior position, beset with difficulties. The pursuit of his counter-attack was at any rate more appealing.

(c) A beautiful rejoinder, totally unexpected.

(d) Making the best of a bad bargain.

(e) Under the impression that White cannot capture the P with impunity. Steinitz again reckons farther.

(f) Which foils Black's plan.

(g) Decisive.

(Montreal, 1894.)

GIUOCO PIANO

WHITE, E. LASKER

1 P to K 4	P to K 4	30 P to R 4	Kt to B 2
2 Kt to K B 3	Kt to Q B 3	31 $Q \times Q$	$R \times Q$
3 B to B 4	B to B 4	32 R to Q 2	P to Kt 3
4 P to Q 3	Kt to B 3	33 K to B 2	Kt to Q sq (e)
5 Kt to B 3	P to Q 3	34 P to Kt 3	R (R_5) to B 2
6 B to K 3	B to Kt 3	35 R (Q_2) to Q sq	
7 Q to Q 2	Kt to Q R 4(a)		Kt to Kt 2
8 B to Kt 5, ch	P to B 3	36 R (Q sq) to Kt sq	
9 B to R 4	$B \times B$		K to B 2
10 $P \times B$	P to Q Kt 4	37 K to K 2	R to Q R sq
11 B to Kt 3	Q to Kt 3	38 K to Q 2	Kt to R 4 (f)
12 Castles	Kt to Kt 5	39 K to Q 3	P to R 4
13 Q R to K sq	P to B 3	40 R to R 2	R (R sq) to R 2
14 P to K R 3	Kt to R 3		(g)
15 Kt to K 2(b)	$Kt \times B$	41 P to Kt 4	Kt to B 5
16 R $P \times Kt$	Castles	42 Kt to B 3	R to R sq ! (h)
17 Kt to Kt 3	P to R 4	43 Kt to Q 2	Kt to Kt 3
18 P to Q 4(c)	Kt to B 2	44 R to K B sq	R (R sq) to Q
19 Q to B 2	R to R 2		B sq
20 R to Q sq	P to R 5	45 Kt to Kt sq	K to K 2
21 Kt to K sq	P to Q B 4	46 P to B 3	Kt to B 5
22 Q to Q 2	B to K 3 (d)	47 R (R 2) to K B 2	
23 P to Q Kt 4	Q to B 2		Kt to R 6 (i)
24 P to Q 5	B to Q 2	48 Kt to K 2(k)	$Kt \times Kt$
25 R to R sq	$P \times P$	49 $R \times Kt$	B to Kt 5
26 $Q \times P$	R to B sq	50 R to Q B sq	R to B 5
27 Q to Q 2	Q to B 5	51 R to B 2	P to B 4
28 R to B 2	Kt to Kt 4		Resigns (l).
29 Q to Q 3	R (R 2) to B 2		

(a) Mr. Steinitz was ever convinced that Black by this manœuvre, in conjunction with the subsequent $B \times B$ and $Kt \times B$, will obtain the advantage. Tarrasch and other masters, however, consider the two open files more than

an equivalent for the doubled K P, which opinion was shared by Lasker at the time. Since then, however, he has followed Steinitz's course in not a few games.

(b) Another and perhaps better plan were 15. K to R 2, followed by Q to B 2 and Kt to K R 4.

(c) Instead of charging the phalanx of Pawns, 18. R to B 2, followed by doubling Rooks and Kt to R 4, may be suggested.

(d) A finesse! If White exchanges hereafter, Black obtains a splendid game; besides, White must beware lest his doubled Pawns become isolated.

(e) Initiating a brilliant manoeuvre of the Kt.

(f) Threatening $P \times P$; 39. $P \times P$, Kt $\times$ P, ch.

(g) Again threatening $P \times P$; 41. $P \times P$, Kt $\times$ P; 42. R $\times$ R. Kt to B 4, ch, and R $\times$ R.

(h) To double R's on Q B file.

(i) This excellent stroke gets rid of White's Kt. a pillar of the defence.

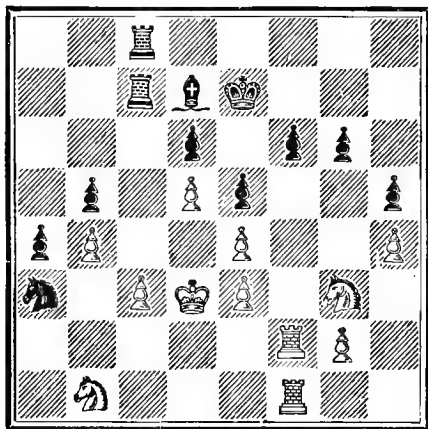
(k) He must remain on the defensive:

48 R $\times$ P	Kt $\times$ Kt	50 R $\times$ Kt	R $\times$ P, ch
49 R to B 7. ch	K to Q sq	51 K to K 2	P to R 6

(l) If 52. Kt to Kt 3, $P \times P$, ch; 53. Kt $\times$ P, B to B 4.

WHITE—LASKER, MONTREAL.

Position after forty-seventh move.



(New York, 1894.)

KING'S GAMBIT DECLINED

BLACK, S. JASNOGRODSKI

1 P to K 4	P to K 4	5 P to B 3	Kt to B 3
2 P to K B 4	B to B 4	6 P to Q 3	Castles
3 Kt to K B 3	P to Q 3	7 B to Kt 3 (a)	
4 B to B 4	Kt to Q B 3		Kt to Kt 5 (b)

8 Q to K 2	P to Q R 4	19 K R to Q sq	K R to Q sq
9 P to B 5 !	P to R 5	20 B × Kt	P × Kt (d)
10 B to B 2	B to B 7, ch	21 Kt to K 3 (e)	B × Kt
11 K to B sq	B to Kt 3	22 Q × B	Kt to R 4
12 P to K R 3	Kt to B 3 (c)	23 P to Kt 3	B to B 3
13 P to K Kt 4	R to K sq	24 Q to R 6	K to R sq
14 K to Kt 2	P to Q 4	25 P to Kt 5	R to K Kt sq
15 B to Kt 5	P × P	26 P to R 4	R to R 3
16 P × P	Q to K 2	27 K to R 2	B P × P (f)
17 Q Kt to Q 2	B to Q 2	28 P to B 6	Q to B sq
18 Kt to B 4	B to B 4	29 Kt × Kt P	Resigns.

(a) White's opening play is pretty original. The retreat of the B prepares for P to B 5, which otherwise would be answered by . . . P to Q 4.

(b) Not a good plan. 7. . . B to K Kt 5 was in order.

(c) If Kt to B 7; 13. R to R 2, followed by P to K Kt 4.

(d) If Q × B; 21. R to Q 5, B to Q 3; 22. Q R to Q sq.

(e) Planning Kt to Q 5.

(f) This leads to a speedy termination. B to K sq instead should have been played. White then would have proceeded with Q to R 5 and 29. R to K Kt sq.

(New York, 1894.)

GIUOCO PIANO

WHITE, J. M. HANHAM

1 P to K 4	P to K 4	19 Kt to B sq (d)	Q to B 2
2 Kt to K B 3	Kt to Q B 3	20 K Kt to K 3	P to Q 4
3 B to B 4	B to B 4	21 K P × P	B P × P
4 P to B 3	Kt to B 3	22 P × P (e)	P × Kt
5 P to Q 3	P to Q 3	23 B × P	P × P
6 Q Kt to Q 2	B to Kt 3	24 P to Kt 3 (f)	P to K 5
7 B to Kt 3	Kt to K 2	25 Q to R 4	Q R to K sq
8 Kt to B 4	Kt to Kt 3	26 R to Q 4 (g)	P to K Kt 4 !
9 P to K R 3	P to B 3	27 Q to R 6 (h)	Kt × P, ch
10 Castles (a)	B to B 2	28 K to R sq	Kt × P, ch
11 P to Q R 4	Q to K 2	29 K to Kt sq	Kt to R 6, ch
12 R to K sq	Castles	30 K to R sq	Q to B 7
13 P to Q 4	K to R sq (b)	31 R to K B sq	Q to Kt 8, ch
14 Q to Q 3	Kt to R 4	32 R × Q	Kt to B 7,
15 Kt to R 2	Kt (R 4) to B 5		mate.
16 B × Kt	Kt × B		
17 Q to Kt 3	B to K 3		
18 Q R to Q sq	P to K B 3 (c)		

- (a) Kt $\times$ B would have at least the merit of consistency.
 (b) Kt to R 4 would be answered with Kt $\times$ K P. For this reason White's next move is a strategical error.
 (c) Since his match with Gunsberg Steinitz has become infatuated with P to K B 3, which he employed in almost every game, whether as first or second player. In this instance, however, this move has a purpose:
 (d) Which White fails to divine. Kt to Q 2 was the only salvation.
 (e) If Kt to Q 2, then P $\times$ P, threatening to win the Q by Kt to K 7, ch.
 (f) With B $\times$ B and 25. Kt to K 4 he might have deferred the catastrophe.
 (g) This game is past hope, past cure; but this leads to a trenchant finish.
 (h) If Q $\times$ P, Kt $\times$ P, ch; 28. P $\times$ Kt, Q $\times$ P, ch, and mates next move.

(Hastings, 1895.)

GIUOCO PIANO

BLACK, C. VON BARDELEBEN

1 P to K 4	P to K 4	15 Q to K 2	Q to Q 2
2 Kt to K B 3	Kt to Q B 3	16 Q R to B sq	P to B 3
3 B to B 4	B to B 4	17 P to Q 5 (e)	P $\times$ P (f)
4 P to B 3	Kt to B 3	18 Kt to Q 4 (g)	
5 P to Q 4	P $\times$ P		K to B 2
6 P $\times$ P	B to Kt 5, ch	19 Kt to K 6	K R to Q B sq
7 Kt to B 3(a)	P to Q 4 (b)	20 Q to Kt 4	P to Kt 3
8 P $\times$ P	K Kt $\times$ P	21 Kt to Kt 5, ch	
9 Castles	B to K 3 (c)		K to K sq
10 B to K Kt 5	B to K 2	22 R $\times$ Kt, ch	K to B sq (h)
11 B $\times$ Kt	Q B $\times$ B	23 R to B 7, ch	K to Kt sq
12 Kt $\times$ B	Q $\times$ Kt	24 R to Kt 7, ch	
13 B $\times$ B	Kt $\times$ B		K to R sq
14 R to K sq (d)		25 R $\times$ P, ch	Lost (i).
	P to K B 3		

(a) This, in conjunction with the subsequent sacrifice, is another of Steinitz's many original thoughts.

(b) Kt $\times$ K P is the correct move. Black, however, wanted to avoid the continuation 8. Castles, B $\times$ Kt; 9. P $\times$ B, P to Q 4; 10. B to R 3. The correctness of the sacrifice has since been disproved by Lasker.

(c) If Kt (or B) $\times$ Kt; 10. P $\times$ Kt, B $\times$ P, White gets a dangerous attack by 11. B $\times$ P, ch, K $\times$ B; 12. Q to Kt 3, ch, etc.

(d) The object of the foregoing exchanges becomes now clear. By this excellent move, the first player obtains full command of the board, prevents Black from castling, and initiates a most powerful attack against the hostile King.

(e) Clearing the way for the Kt.

(f) K to B 2, instead, would still have afforded him prospects to draw, the continuation being 17. Q $\times$ Kt, ch, Q $\times$ Q; 18. R $\times$ Q, ch, K $\times$ R; 19. R $\times$ P, ch, followed by 20. R $\times$ Q Kt P.

(g) The beginning of a grand combination. The entire game is played by Steinitz in the brilliant style of his youth.

(h) The position is unique, all the White pieces being *en prise*. If K × R, then 23. R to K sq, ch, K to Q 3; 24. Q to Q Kt 4, ch, K to B 2; 25. Kt to K 6, ch, K to Kt sq; 26. Q to K B 4, and wins.

(i) At this point Black forfeited the game. Upon K to Kt sq, Steinitz was ready to announce mate in ten moves, as follows:

26 R to Kt 7, ch (k)	K to R sq	31 Q to Kt 8, ch	K to K 2
27 Q to R 4, ch	K × R	32 Q to B 7, ch	K to Q sq
28 Q to R 7, ch	K to B sq	33 Q to B 8, ch	Q to K sq
29 Q to R 8, ch	K to K 2	34 Kt to B 7, ch	K to Q 2
30 Q to Kt 7, ch	K to K sq	35 Q to Q 6, mate.	

(k) Or 26. K to B sq; 37. Kt to R 7, ch, etc.

(St. Petersburg, 1895.)

QUEEN'S GAMBIT DECLINED

BLACK, E. LASKER

1 P to Q 4	P to Q 4	17 P to B 4	R to B 2
2 P to Q B 4	P to K 3	18 P to Kt 4	R to Kt 2
3 Kt to Q B 3	Kt to K B 3	19 Q to R 6	R × P
4 B to B 4	B to K 2	20 B to Q 3	R to Kt 2
5 P to K 3	Castles	21 Kt to B 3	Q to B 2
6 P to B 5	Kt to K 5 (a)	22 P to Kt 4	Q R to K Kt sq
7 Kt × Kt	P × Kt	23 P to Kt 5	B to Q sq
8 Q to B 2	P to K B 4	24 R to R 2	R to Kt 3
9 B to B 4	Kt to B 3	25 Q to R 5 (i)	R (Kt 3) to Kt 2
10 P to Q R 3 (b)	B to B 3	26 Q R to R sq	Q × Q
11 Castles	K to R sq (c)	27 R × Q	R to K B sq (k)
12 P to B 3 !	Q to K 2 (d)	28 R × P, ch	R × R
13 B to Kt 3 ! (e)	P to B 5 (f)	29 R × R, ch	K to Kt sq
14 Q × P (g)	P × B	30 R × B	R to B 2
15 R P × P	P to K Kt 3 (h)	31 B to B 4 (l)	Resigns.
16 Q × P	B to Q 2		

(a) Not advantageous. Q Kt to B 3, preparing for P to K 4, has been suggested instead.

(b) This excellent move not only provides for the retreat to R 2 of the K B, but also wards off the play of the hostile Kt to Q 4 by way of Kt 5.

(c) Better, perhaps, Kt to K 2 and Q 4.

(d) Superior to P × P, and involving a neat trap besides.

(e) Not P × P, because of the rejoinder P to K 4 !

(f) Looks all right. If 14. P × B P, then Kt × P; if 14. B × P, B × P.
 (g) A beautiful rejoinder. The acceptance of the sacrifice is obligatory.
 (h) P to K Kt 4 would have been better. Lasker, however, wanted the file opened for his R.

(i) B × R would break the force of his attack.

(k) Black must give up a piece to escape mate.

(l) A pretty finish. If R × R; 32. B × P, ch, R to B 2; 33. P to Kt 6

(St. Petersburg, 1896.)

PETROFF

BLACK, H. N. PILLSBURY

1 P to K 4	P to K 4	30 R to R 5 ch K to Kt sq
2 Kt to K B 3	Kt to K B 3	31 R to K Kt 5 (h)
3 P to Q 4 (a)	P × P	Kt to K 6
4 P to K 5	Kt to K 5	32 Kt × Kt P R to Q B sq
5 Q to K 2	B to Kt 5, ch	33 Kt to K 6, ch
6 K to Q sq	P to Q 4	K to R sq (i)
7 P × P i. p.	P to K B 4	34 B to R 5 R to K B 2
8 Kt to Kt 5 (b)		35 Kt to K 2 (k)
	Castles	R to K B 4
9 Q to B 4, ch	K to R sq	36 B to B 3, ch K to R 2
10 Q × B (c)	Kt to Q B 3	37 R to Kt 7, ch
11 Q to R 3	Kt × P, ch	K to R 3
12 K to K sq	Kt × R	38 Kt (K 2) × P
13 P × P	Q to K sq, ch	Kt × B P
14 B to K 2	P to B 5 !	39 R to Kt 6, ch
15 K to B sq	B to Q 2	K to R 2
16 Q Kt to Q 2	Kt to K 4	40 Kt to Kt 5, ch
17 Q Kt to B 3	Kt to Kt 5	R × Kt
18 B to Q 3 (d)		41 R × R Kt to K sq
	Kt(R 8) to B 7	42 B to Q 4 Kt to Q 8
19 B × P	B to Kt 4, ch,	43 R to R 5, ch K to Kt sq
	(e)	44 R to R 8, ch K to B 2
20 K to Kt sq	Q to K 7	45 R to R 7, ch K to Kt sq
21 B to Q 2	Kt to Q 8 (f)	46 R to K 7 R to Q sq
22 B to Q 3	B × B (g)	47 Kt to K 6 R to Q B sq
23 Q × B	Q × Q	48 P to K R 4 Kt to B 6
24 P × Q	Kt × Kt P	49 B × Kt R × B
25 R to Kt sq	Kt × Q P	50 R × Kt, ch K to B 2
26 R × P	Kt to B 4	51 R to Q R 8 K × Kt
27 R to Kt 5	Kt to R 3	52 R × P K to B 4
28 Kt to K 6	R to B 3	53 R to R 4, and wins.
29 Kt (B 3) × P		
	R to K sq	

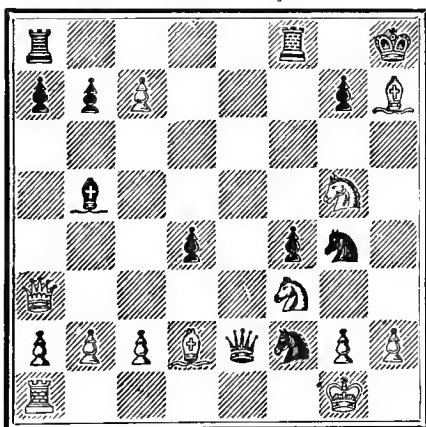
(a) Steinitz already adopted this attack, which, up to the St. Petersburg tournament, had been almost wholly ignored in theory and practice, in one of his earliest match games. Subsequently he strongly recommended it in conjunction with White's 5th move in his *Modern Chess Instructor*, but previous to this occasion had no opportunity to try it in actual play.

(b) In his book Steinitz condemns this as a seductive move which wins a piece but subjects White to an irresistible attack. Instead, he continues: 8. P × P, Q × P; 9. Kt × P, whereupon he declares the position to be in favor of White. But Black has a very effective reply in 9 . . . Kt to Q B 3, whereupon White at best obtains an even game by 10. P to Q B 3. 10. B to K 3 is decidedly inferior, whilst, after 10. Kt × Kt, Black's attack by B to Q R 3 becomes overwhelming.

(c) The *M. C. I.* considers only the following variation: 10. P × P, Kt × P, ch; 11. K to K 2, Q to K 2, ch; 12. K × Kt, Q to K 8, ch, followed by Q × Q B, with the superior game.

BLACK—PILLSBURY (1896).

Position after White's twenty-first move.



(d) A splendid design, which required deep and minute calculation.

(e) Black should have simplified matters by Kt to B 3. The attack which he institutes instead, however, is very enticing, and the menace to his King not at all apparent.

(f) Kt to K 6 would win but for the crushing rejoinder Kt to R 4.

(g) Black's attack has run its course, and all further attempts would prove futile; *e. g.*, Q to B 7, ch; 23. K to R sq, Kt (Q 8) to K 6; 24. B × Kt, Kt × B; 25. R to K Kt sq, B to B 3; 26. Q to B 5.

(h) Not B × P, because of R × B.

(i) The K would have been better posted at B 2. At least, he would not have been harassed by constant threats of mate.

(k) Threatening B to B 3, ch, and 37. R to R 5.

(St. Petersburg, 1896.)

PETROFF

BLACK, H. N. PILLSBURY

1 P to K 4	P to K 4	31 R × R	Q × R
2 Kt to K B 3	Kt to K B 3	32 P × B	P × P (m)
3 P to Q 4	P × P	33 Q to Kt 5	K to B 2
4 P to K 5	Kt to K 5	34 P to Q Kt 3	P to Q R 4
5 Q × P	P to Q 4	35 Q to Q 3	P to R 3
6 P × P i. p.	Kt × Q P	36 Q to Q 2	P to Kt 4
7 B to K Kt 5 (a)		37 P to Q R 4	P to Kt 5
	P to K B 3	38 Q to Q 5	Q to Kt 7
8 B to K B 4	Kt to B 3	39 K to Kt sq	Q to B 8, ch
9 Q to Q 2	B to B 4	40 K to R 2	Q to Kt 7
10 B to K 2	Q to K 2	41 Kt to Q 2 (n)	
11 Castles	Castles		Q to Q 5
12 R to K sq (b)		42 Q to B 7, ch	K to Kt 3 (o)
	Kt to K 5 (c)	43 Kt to B 4, ch	
13 Q to B sq	P to K Kt 4		K to B 4
14 B to Q 3 (d)		44 Q to B 7 (p)	Q × Kt
	B to R 3	45 P × Q	P to Kt 6
15 Kt to B 3 (e)		46 Q to B 7	Kt to Kt 5
	P × B	47 Q × P	Kt to R 7
16 B × Kt	B × B	48 Q to Q 2	K × P
17 R × B	Q to Kt 2	49 P to B 4	Kt to B 6
18 Q to B sq	K R to Kt sq	50 P to B 5	Kt to K 5
19 Q R to K sq		51 Q to K 2, ch	K to Q 5
	Q to Kt 5	52 P to B 6	Kt × P
20 K to R sq	B to B sq	53 Q to Kt 2, ch	
21 R to K 8	B to Kt 5 (f)		K to B 5
22 R × R, ch	Kt × R (g)	54 Q × Kt	P to Q 4
23 P to K R 3 (h)		55 Q to B 6, ch	K to Kt 5
	Q to Kt 3	56 Q to Kt 5, ch	
24 Kt to Q 5	B to Q 3		K to R 6
25 P to B 4	Kt to B 3	57 Q × R P	P to Kt 7
26 R to K 6	R to B sq (i)	58 Q to Kt 5	P to Q 5
27 Q to K 2	K to Q 2 (k)	59 K to Kt 3	K to R 7
28 P to B 5 (l)	Q to Kt 8, ch	60 K to B 3	P queens
29 K to R 2	Q to B 4	61 Q × Q, ch	K × Q
30 Kt × P, ch	R × Kt	62 K to K 4	Resigns.

(a) Finessing, but Kt to B 3 was perhaps better.

(b) Kt to B 3, Kt to K 5!

(c) Q to B 2, removing the Q out of the range of the R, were more cautious.

(d) An ingenious repartee to a bold move. If now $P \times B$; 15. $Q \times P$ regains the piece, with the superior game.

(e) If B to Kt 3, Q to Kt 2; 16. $B \times Kt$, $B \times B$; 17. $R \times B$, P to B 4; 18. R to K 6, P to B 5, with a dangerous attack. Or 18. B to K 5, $Kt \times B$; 19. $R \times Kt$, P to Kt 5. The text move is simplest and best for practical purpose, though Kt to R 4, curiously enough, was analyzed to win: 15. . . . $P \times Kt$ (best); 16. $B \times B$, $K R$ to Kt sq; 17. Q to K 3. The position, however bewildering enough for a game under time limit does not warrant additional complications.

(f) Black persistently tries to change off one of White's Kts , which he rightly regards as a constant danger to his Pawns.

(g) If $K \times R$, White releases his Kt by R to Q sq, ch.

(h) 23. Kt to Q 5, $B \times R$; 24. Kt to K 7, ch, K to Kt sq; 25. $Kt \times R$, $B \times P$; 26. $Q \times B$, $Q \times Kt$ would only equalize the game.

(i) The only move to save the P .

(k) He dare not risk Kt to K 4, because of 28. $Kt \times Kt$, Q to Kt 8, ch; 29. K to R 2, $P \times Kt$; 30. $R \times B$, followed by Q to Kt 4, ch, and 32. Q to Kt 7.

(l) A powerful move. If $B \times P$, Q to Kt 5. Obviously K cannot take R .

(m) To preserve his Q , which otherwise might be exchanged by Q to Q 2.

(n) Threatening $Q \times Q$ P , ch.

(o) K to Kt sq would have been better.

(p) This wins by force. Black takes one more desperate chance and keeps up an interesting fight to the bitter end.

(Moscow, 1896.)

RUY LOPEZ

WHITE, E. LASKER

1 P to K 4	P to K 4	17 Kt to K sq (e)
2 Kt to K B 3	Kt to Q B 3	R to K B sq
3 B to Kt 5	P to Q R 3	18 P to B 3
4 B to R 4	P to Q 3	R to K B 2
5 P to Q 4	B to Q 2	19 Kt to Kt 3 (f)
6 B to Kt 3 (a)		$Kt \times K$ P (g)
	B to K 2	20 B to Kt 2
7 $P \times P$	$P \times P$	Kt to Q 3
8 Q to Q 5	B to K 3	21 R to K B sq
9 $Q \times Q$, ch	$R \times Q$	Kt to B 5
10 $B \times B$	$P \times B$	22 B to B sq
11 P to B 3 (b)	Kt to B 3	Kt to K 2
12 Q Kt to Q 2	B to B 4	23 B to Kt 5
13 P to Q Kt 4	B to R 2	Kt to Q 4 (h)
14 P to Q R 4	P to Q Kt 4	24 $B \times R$
	(c)	Kt to B 5, ch
15 K to K 2 (d)	B to Kt 3	25 K to Q sq
16 $P \times P$	$P \times P$	R to Q 2, ch
		26 K to B 2 (i)
		Kt to K 6, ch
		27 K to Kt 2
		$Kt \times R$
		28 B to Kt 5
		Kt to K 6
		29 $B \times Kt$
		$P \times B$
		30 R to Q B sq
		P to K 4
		Resigns.

(a) P to B 3, to be followed by B to B 2, seems to be more favorable.

(b) At a cursory examination it would seem that White had completely refuted the defence, as Black's doubled Pawns are isolated. However, a closer study will reveal that the above disadvantage is but slight, whereas Black controls two open files for the Rooks and has more scope for a concerted action of his pieces. Furthermore, White must retard his development to keep the Kt off Q 5 or Kt 5.

(c) Forced ; otherwise 15. P to Kt 5.

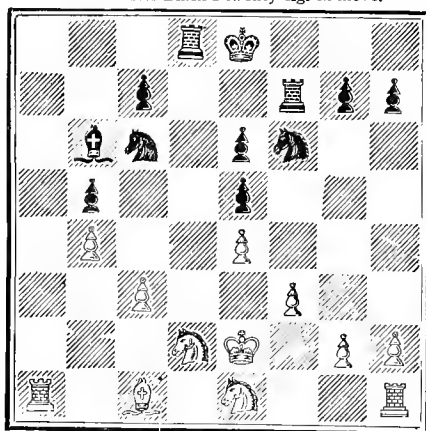
(d) Threatening $P \times P$, then $Kt \times P$.

(e) To relieve the Q Kt from standing guard over the K P.

(f) Following up his plan stated in (e). Better were Kt to Q 3, but even then Black had a good attack : 19. . . . K R to Q 2 ; 20, Kt to B 5, B $\times$ Kt ; 21. P $\times$ B, P to Kt 5.

WHITE—LASKER, MOSCOW.

Position after Black's twenty-eighth move.



(g) Taking prompt advantage.

(h) A brilliant termination.

(i) If K to B sq, then Kt to K 7, etc.

(Vienna, 1898.)

FRENCH DEFENCE

BLACK, J. W. SHOWALTER

- | | | | |
|----------------|--------------|---------------|----------------|
| 1 P to K 4 | P to K 3 | 6 B to Q 3 | K Kt to K 2 |
| 2 P to Q 4 | P to Q 4 | 7 Castles | Kt to Kt 3 |
| 3 P to K 5 | P to Q B 4 | 8 R to K sq | B to Q 2 |
| 4 P $\times$ P | Kt to Q B 3 | 9 P to B 3 | P to Q R 4 (a) |
| 5 Kt to K B 3 | B $\times$ P | 10 P to Q R 4 | Q to Kt sq |

11 Q to K 2	B to Kt 3	25 Q to Kt 3	Q to R sq
12 Kt to R 3 (b)		26 Kt to Kt 5	K R to B sq
	Castles	27 Q to R 4 (g)	
13 Kt to Q Kt 5			Kt to Kt sq
	Kt to R 2 (c)		(h)
14 B to K 3	B × B	28 P to B 4 !	P × P
15 Q × B	Kt × Kt	29 B × Q B P	K R to K sq
16 P × Kt	P to Kt 3	30 R to Q 3	R to R 2
17 Kt to Q 4 (d)		31 R to Q 6	R to Kt 2
	P to B 4	32 R (Kt sq) to Q sq	
18 P to K B 4	Kt to K 2		B to B sq
19 Q to B 2 (e)	Q to Q sq	33 Kt × P, ch	B × Kt
20 R to K 3	P to Kt 3	34 B × B	Q to R 2
21 R to K R 3	R to B 2	35 R to Q 7, ch	R to K 2
22 K to R sq !	K to Kt 2	36 R × R, ch	Kt × R
23 Kt to B 3	P to R 3	37 Q to B 6, ch	K to R 3
24 R to K Kt sq		38 R to Q 8	R to B 2
	P to R 4 (f)	39 P to R 3 (i)	Resigns.

(a) A diversion of doubtful value. He should have castled and then proceeded to attack the K P as in the game.

(b) Taking prompt advantage of Black's 9th move.

(c) To oppose this Kt at B sq, should White plant his Kt at Q 6.

(d) The key to White's strategical plan.

(e) Making room for the R.

(f) Black's 23d move was made to exclude the Kt from Kt 5, but now he must guard against the impending P to K Kt 4. Thus White gains ground steadily and surely.

(g) Threatening Kt × P.

(h) Perhaps Q R to K sq would have enabled him to make a better resistance.

(i) This is the last game played by Steinitz in his good old style. In the words of one of the onlookers, it is a "poem."

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